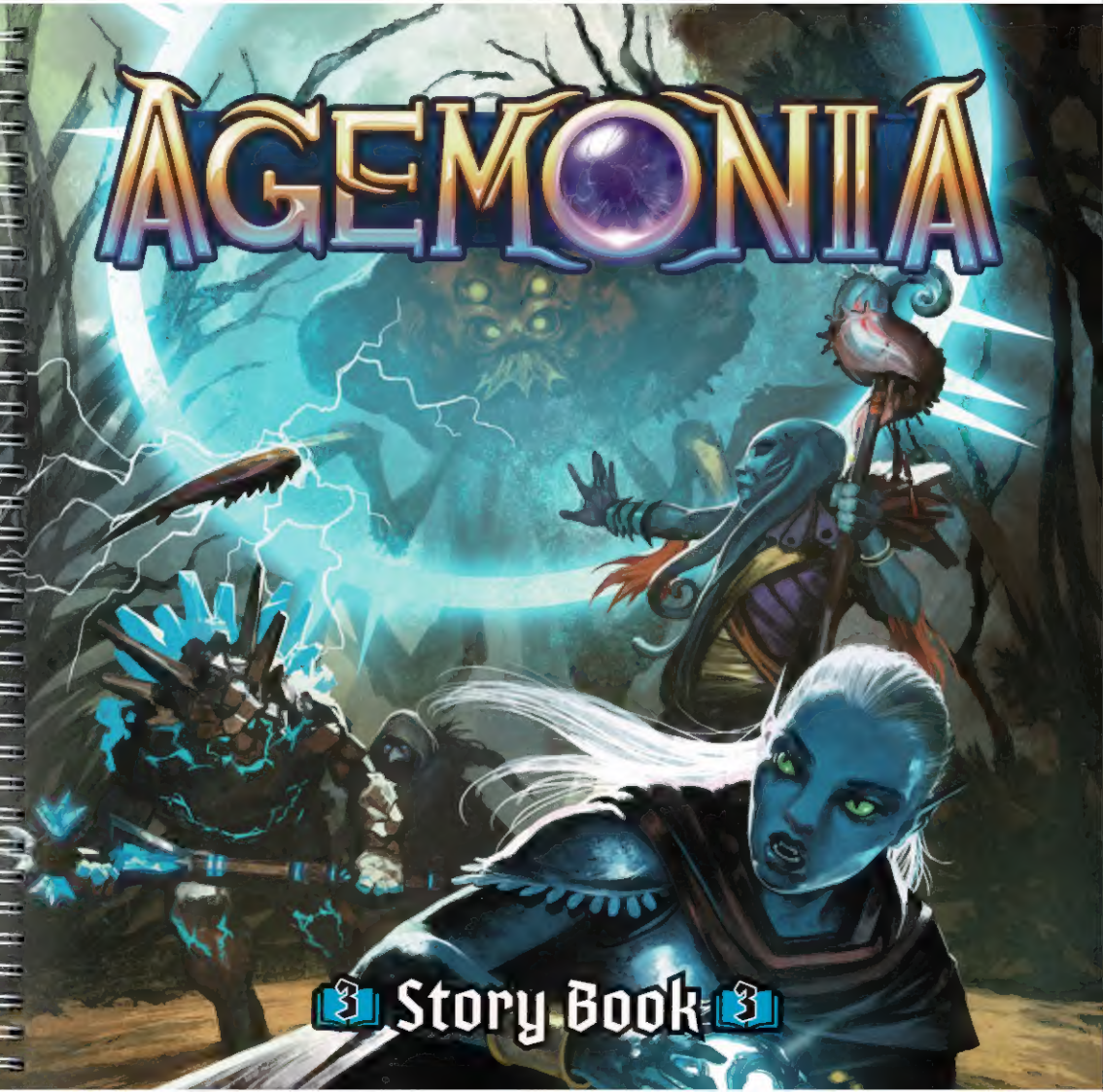

AGEMONIA
Story Book

! Attention !

This Story Book contains many secrets that should not be revealed until it is time.
Do not read any of the entries within unless you have been instructed to do so!

How to Use This Book

At various times you will be instructed to read an entry in this book. This will be shown by the Story Book symbol and a 3 digit entry number.

Find the page containing the entry number using the numbers in the upper corner of each page. These numbers show the entry numbers that start on that page. Once you find the correct page, find the correct entry using the number at the start of each entry title, trying not to look at the title name or contents of any other entries on the page.

Once you find the correct entry, read aloud its title and contents, and follow any instructions within.

The entry may offer you a choice of several options. If it does, make your choice and follow any instructions for that option.

An entry may instruct you to read another entry. If it does, find and read that entry in the same way.

If you are not instructed to read another entry, close the Story Book.

001 Take the Statue to be Destroyed

You take the statue to the Pinnacle, the Cosmographer's school and observatory. They are suspicious at first, but once you tell them you bring an artifact of superstition for them to destroy, they welcome you with open arms, serve you wine and cakes, and let you gaze upon the heavens with their telescopes.

Discard the ▲ token.
Each Hero gains 3 ⬢.
Gain +1 Reputation with the Cosmographers.

002 You fire Too Strong

You defeat the assassins of the Shroud, but are too careless with your attacks. They are all dead.

Lunara is disappointed since there is no one left to question.

You push the assassin corpses away from the road, confiscate their belongings, and bury them according to the customs of their peoples.

Gain 3 ⬢, a Snakeroot token, and a Bile token.
Each Hero suffers 1 ♥ damage.

003 Street Violence

You beat up the paitangan robbers and continue about your day. Some of the Round Market patrons applaud, while others look on in horror, not used to witnessing such violence.

Zuva 'Sai gains an Achievement gem.
Each Hero spends 2 ◯.

004 Slugvale Enigma Scenario Card

You are summoned to the Tower of the White Circle for an audience with Essylit the Unerring, the leader of the Council of Eight in Runedale.

You try to make yourselves look presentable. Young warlocks escort you in through the gates and the gardens to the tower itself. There you are taken up the stairs into what the warlocks call a "war room". Are you going to war?

The war room is a huge hall, covering one entire story of the tower. The floor is a mosaic representing a map of Benem and the walls are covered with paintings of previous leaders and that of Essylit herself. The white-haired nihteqri leader is already there, together with other high-ranking warlocks. You recognize Ssuleı'n, the haughty korallian warloch who once tried to defy Essylit, but had to apologize because of you.

"Ah, there you are." says Essylit as you enter. "Heaven protect. The students will serve you wine and cakes. I have good news for you. You brought us the precious moonlily from Gnatmarsh and we have finally extracted its nectar. Everything is ready for your trip to Uladur."

You know Uladur as a province of Benem, almost completely covered in horrible fungal growths. It is ruled by House Maddark from their fabulous castle.

"First, you will visit Maddark Seat to negotiate for passage into the mushroom forest. Remember to apply the nectar before you enter the forest. Once in the forest, seek for a way to enter The Chest of the Gods."

You ask about this Chest and how to find it.

"Worry not," Essylit says, "all will be made clear on the way. The Maddark Sisters will advise you and we will send a Warlock of the Second Circle to counsel you. Ssuleı'n here will be with you at all times."

The korallian's face takes on a desperate look and he turns to Essylit. "Essylit, please, in Behora's name, how many times do I need to apologize?"

"Not once more, if you bring me the Extravagant Millstone from Slugvale."

The korallian's gills flap disappointedly and his submission before Essylit turns into disdain before you.

"Very well," Ssuleı'n sneers, "just remember that hard work and genius shall be justly rewarded, but parasites harshly punished."

You are not too happy to be accused of being a parasite, but you are pleased that Essylit is upholding her part of the bargain and helping you find an Orb of Power, even if it means having to do another job for her. You agree to her plan, and start making preparations to set off toward Maddark Seat.

Gain Scenario card 13 "Slugvale Enigma".

005 Escape the Beggars!

You throw a purse of coins at the beggars and their focus is broken as they start to fight over them. In the ensuing chaos, you quickly make your way out of the docks.

006 The Struggle Begins

The huge demon opens his eyes and starts to struggle. The magic circle starts to glow with a deep crimson color and you can feel heat emanating from it. It seems like the cultists are losing control of the situation. Just then, flames burst out from the circle, searing everyone nearby.

All Allies in ① of the magic circle suffer 3 ♥ damage.

007 Steal From the Rich

The man is completely at your mercy and actually thinks you are going to help him, thanking the stars and you, as you approach.

Instead, you hold him down and remove his necklace and rings. Easy!

The only thing you did not consider is that he is a trapmaster. The necklace twirls around your hands like a snake and the rings explode, releasing poisonous gas. Poisonous, that is, except for him.

Each Hero suffers 2 ♥ damage.

"You traitors!" he yells. "Begone! I have this whole wagon booby-trapped. I'd rather explode it and myself than let you near it."

You tell the trapmaster to find someone else to help him.

008 Gambling at the Guiuren

You follow one of the other players to a cozy room in the corner of the inn and sit down at a table to play King of Thieves.

Each Hero may play King of Thieves once per City step.

King of Thieves

To play King of Thieves you must spend 2 ⬢.
Roll 5.

- **Successful Heist! If you roll 0 , place ⬢ into a pile next to your Hero board according to your rolls; this is your Winnings pile.**
  ⬢ = 1 ⬢, = 2 ⬢, = 3 ⬢.
  You may roll again if you wish. If you choose not to roll again, gain all the ⬢ in your Winnings pile and your game is over.
- **Caught! If you roll 1 or 2 , you have lost. Return all the ⬢ in your Winnings pile back to the supply; you may not roll again and your game is over.**
- **On the Run! If you roll 3 , you must roll again.**
- **King of Thieves! If there are ever 10 or more ⬢ in your Winnings pile, return all the ⬢ in your Winnings pile back to the supply and gain 25 ⬢; you may not roll again and your game is over.**

009 Certificate of Witness to Marriage

Marriage Certificate
I, Honoree, Celestor of Runedale, in the Republic of Benem,
do hereby certify that on this 3rd of Sogel month,
in the 145th year of the Republic,
Essylit the Unerring
a citizen of the Republic of Benem,
now residing in Runedale
Hamel Cyse-Flame
a citizen of the Aegean Empire,
now residing in Runedale
were united in marriage in my presence.
For this day in the name of the Republic of Benem,
under Heaven all-seeing,
I have hereunto subscribed my name and
affixed the seal of my office at the Pinnacle.
ORDER OF COSMOGRAPHERS
Pinnacle, Runedale, Republic of Benem

010 Wait for Star Marion

You find a good defensive spot, set up some traps, and wait for Star Marion to find you. She does and she comes with an accompaniment of Bryndelion soldiers.

+2 (Drenseh, Jonai: +1) ♥
If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 154
Otherwise » 216

011 Henchman Experience

Your Henchman stands tall after that ordeal, more confident looking than before.

Place the Henchman card back in the Stock and add a tally mark after their name in your Party Journal (maximum 2 tally marks).
If you just added the second tally mark after their name, place a Henchman Level sticker on their Henchman card. That Henchman gains the permanent bonus shown below the sticker.

012 The Door Was Already Open

The revenant has cleared the house of guards, servants, and other occupants. Time to pay the nobles a little visit. You quickly rummage through their drawers and cupboards. As you do, you notice they were doing some sort of renovation or excavation in the cellar. That is probably where the revenant came from.

Each Hero gains 3 ⬢.

Choose one:

A: Enter the cellar and close whatever has been opened. » 291
B: Leave the house and continue on your way.

013 Journey

You follow the river upstream from Runedale, watching the fishing barges and riverboats go by.

The low grasslands on either side of the river are easy to walk, and the occasional sights of huge roaming packs of wild vogrels or massive flocks of birds in flight are a staggering sight.

After many days' journey, the steppe turns to moist meadows which are slower to walk. You must be careful not to fall into small streams, and the small flying insects are a constant nuisance.

Eventually you reach Tabbart Castle, a good place to rest before setting off eastwards in your painstaking and tee-wetting search for the moonlily.

Each Hero loses 2.

014 First Hero Takes Damage

Jangam: *"No! Come on, you can do this."*

Nebulon: *"You're really rooting for this lot, Jangam. Err, is that a betting slip in your lower left hand there?"*

Jangam: *"Hey, Nebulon, you know we're not allowed to bet on the fights. Come on! Crush those beasts!!"*

015 Sorry To Bother You

"But since you have already proven yourselves to be trustworthy contractors to the Amethyst Order," Otava Shamiel continues, "we can consider the matter closed."

If you have "Indebted" in your Party Journal, cross it out.

016 Alun Prevails

Read OUTCOME 1: SCENARIO SUCCESS.

017 Deliver the Statue to the Sable Crown

You know the Sable Crown respects the pagan goddesses so you approach Caillon at the Guivren.

"By the stars, where did you get it?" he wonders. "Nay, never mind. Aye, obviously I'm interested. Lanimora is perhaps our most beloved goddess. We are not a wealthy group, but I will give you what I can."

Discard the taken.
Each Hero gains 2.
Gain +1 Reputation with the Sable Crown

018 First Raid

Just as you are about to really start exploring the warehouse, you hear a loud crash at one of the doors. A group of veiled warriors storms in through the broken door. You realize they must be robbers of the Razor Vespir gang!

019 Stand Back and Watch

The vespir chases the man away from his campfire. You have a chance to go through his belongings and the dead man's purse.

Choose one:

A: Decide to help the man after all. » 662
B: Rummage through their stuff. » 415
C: Leave. You want nothing to do with this squabble.

020 The Benaethid Awakens

As you battle the onrushing benaethid, its roars awaken the other one. The newly awakened monstrosity manages to claw two apprentice fiendstalkers to death before their allies manage to subdue it.

Plenty of blood is spilt before you manage to defeat both benaethids.

Back at Tabbart Castle, you and the surviving apprentices are declared fiendstalkers while the other two are embalmed in a funeral ceremony.

Each Hero: 5
Write "Elite" after "Fiendstalker" in your Party Journal.

021 The Floating Stones

You climb onto a few floating stone and jump from there to another, slightly higher up. The heavy stones react slightly to your weight but stay in the air.

Above and beyond the smaller magnetic stones floats a larger stone which is holding a shining sigil in its magnetic embrace. But getting there will not be easy, not even with a rope. There is another path that looks easier to climb, and which even has some floating stairs, but a pack of vespirs has built their nest there.

Choose one:

A: Climb down and leave the ruins. » 347
B: Attempt to reach the sigil by jumping and climbing up the trickier path. » 754
C: Attempt to calm the vespirs and take the easier path. » 851

022 Journey

You make your way to the Pit, the tavern situated in a dried-up river bank. You will never find a more deplorable nest of vermin and depravity. A crowd of people of all sorts stand at the top of the river bank, hoping to be let in to see the entertainment for the evening: you!

023 Quietly Leave the Scene

You step over the shaking agurian and try to leave the Round Market. Several people are pointing at you and getting angry.

"You can't just leave him like that!"

"What did you do to that poor agurian?"

"Why was he talking about Xotho? He's long gone, isn't he?"

"You attacked him psionically! We saw the whole thing!"

Somebody picks up a rotten fruit from one of the stalls and throws it at you. Others soon join in and you have to run to escape the mob. You even hear several spells being cast as you flee.

Each Hero: 3 +2
Fail » Gain
Each Hero spends 1.

024 Sides Multiplied

If the timer ran out before you started reading this sentence or you have not visited all 12 teleporters and read their entries, you have failed. Stop reading and close this book.

Otherwise, congratulations, you have succeeded.

"24!" you all shout in unison.

The voice booms out again, this time with a slightly disappointed tone. "You have bested my puzzle. As a reward I will give you some of the life essence of those that have gone before you."

If you succeeded on your first attempt, each Hero all and all. Otherwise, each Hero half their spent stamina and half their damage (both rounded up).
Each Hero gains an Inspiration gem and may discard any Conditions they have.

"Marvelous!" Rialso gleefully says when you reappear. You tell it the solution to the puzzle and he offers you a reward from his stock.

Gain an Artifact card of your choice from the Archive (Item cards 143 to 178).
Each Hero may take a Potion item card of their choice from the stock.

025 Journey

You sail north on a riverboat, River Theroyle, now familiar to you, it first flanked by steppe and then marshlands where bugs fill the air. The ship lookout reports something to the captain, and she, in turn, tells you there is a boat following you.

"It is no ordinary riverboat," she says, "for it is powered by agura crystals. It is trying to stay just beyond our view."

You have several guesses as to who might be interested in the Orbs of Power, or the Furnace of the Ancients, but do not share them with the captain.

You see no sign of the other boat as the river leads into a lake and you follow a tributary to the west, toward Tabbart Castle. The swamp has changed into forest, which is known to be a home to monsters of various kinds.

026 Totally Flowerless

You trudge wearily back to Runedale, defeated by the plants once again. You ask around the local merchants of rare herbs to see if they know where you can buy a moonlily, but to no avail.

You finally decide to hire some mercenaries to fetch a moonlily for you. They are a curious looking band of individuals, all of them from different peoples of Agemonia, although none of them from the same folk as any of you.

They successfully retrieve a moonlily, although not without their own difficulties. They tell stories of gnats and tentacles and leeches, and seem none too happy about the whole affair, even after receiving their payment.

Meanwhile, you wonder if you are really going to be able to handle the upcoming challenges you will face.

The following morning you approach the Tower of the White Circle again. There is a different acolyte at the gate, but she takes you in to see the boryot warlock who, having seen the moonlily, escorts you up the stairs.

Warlock of the Inner Circle, Essylit the Unerring, is in her chambers, conversing with warlocks of lower circles.

"You place your trust in luck instead of hard work," a horallian warlock says defiantly. "Slugvale is impenetrable, and our one chance to triumph over Hemet One-Flame remains out of our reach. He understands only hard work can bring prosperity. You do not. In short, Essylit, you have erred."

There is a shocked silence from the other warlocks. Essylit the Unerring seems about to attach her horallian underling with words, if not with claws or magic. Then she notices you.

"What is it?"

"I beg your pardon, Warlock of the Inner Circles," the boryot speaks, "they have returned from Gnatmarsh."

Essylit's eyes brighten and she welcomes you with theatrical pomposity. She explains your mission to the other warlocks, and asks if you were successful.

You show them the precious moonlily without mentioning how you obtained it, and they stare at it in awe.

"We will ask the moonlily to give us its nectar so we can approach Uladur's fungal forests. Of course, we will first need to persuade the Maddark Sisters to divulge the secret of entering The Cube," says Essylit. "You see, Szulen'n, I do not place my trust in hope. I place it in loyalty, in attn, and my unimitable understanding of people. I await for your apology."

The horallian Szulen'n looks at his webbed feet, then at you, then at his feet again. He swallows his pride. "My apologies, Essylit. I will strive to know my place in this life, so that I may fare better in the next one."

"And," continues Essylit.

"And you are Unerring."

"There," says Essylit, and turns to you. "Now that I know you can be trusted to handle delicate artifacts, I need you for two other jobs. First, escort our negotiators to Maddark Seat. Then you can seek the Orb in Uladur's Slagvale. Once we have the moonlily nectar, we will send a party there to examine the valley for our own purposes. You will accompany them, of course."

After that, the warlocks congratulate you, and the boryoti pays you just enough to cover the cost of hiring the mercenaries before escorting you back out.

027 Prison

If you have with the Cosmographers, the Temple of the Fifth Eye, the Amethyst Order, the Council of Eight, or House Gramask: » 801

Otherwise choose one:
A: If your Heroes have at least 5 in total, and want to try to bribe the gaoler. » 376
B: Try to escape. » 271
C: Wait for your trial. » 166

028 Demonic Dreams Disturbed

Sacrificing your blood, you awaken the demon inside the Staff of Phaedra. You must learn its true name to control the staff.

"Long have I slumbered, Mistress Phaedra," the demon speaks inside your mind.

You realize it thinks you already know its true name. But what clever trick will you employ to make it speak it?

Place a Progress sticker on slot 1 on Artifact card 06 "Staff of Phaedra".

029 Crystal Alunin

The illusion of the alunin figurine was merely... an illusion. Closer examination reveals this is, in fact, a crystal alunin figurine. Touching it was still a bad idea, deep down you just knew it.

Gain an Injury card and

030 Failed Vision

Suddenly, your past selves start to melt in a most disturbing fashion. You look away, and when you look back, only wisps of smoke remain.

Remove this "Vision" Story card from play.

031 The Fine

"The Laws of Shadow and Blood must be obeyed. Pay the fine or suffer the punishment!"

Roll a Counter die and consult the following table to determine the fine:

0-4 » "Coins!" Each Hero spends 3 (you must sell items if you do not have enough).
5-7 » "Magic!" Each Hero spends 3 .
8-10 » "Blood!" Each Hero suffers 3 damage.
» "Goods!" Each Hero discards 1 Item card or token.
If you cannot or choose not to pay the fine » 859
Otherwise, pay the fine and shuffle City Event card 051 "Prepare to be Punished" back into the City Event deck.

032 The Magical Menagerie Scenario Card

"Attention gentlefolk, Runedalians, tourists, patrons of The Pit! Our wranglers have worked day and night to assemble a menagerie of magical beasts for your intense viewing pleasure! They only ate three of our workers, and seriously maimed another one who will now never have children! How will the challengers fare against them? Find out tonight in the show of a lifetime! The show starts at nightfall! Tickets available at the door!"

Gain Scenario card 27 "The Magical Menagerie".

033 A Feast for Crows

As the birds peck at the quothion wanderer, Venia feels the skull of her grandmother concentrating hard on something.

The quothian tries to protect herself with her hands as she continues to speak. "Please! Ow! You must take the skull away. Ow! Ow! And never take it back to Heartwood. I have discovered a terrible truth about the Council of the Dead..."

As she speaks, the birds keep pecking at her flesh, pulling her remaining feathers off. She does not get a chance to finish her sentence as her familiars devour her in front of your eyes.

It is a sickening sight.

Each Hero spends 2 .

034 Amethyst Apprentice

You are taken to Caldfael Fortress to meet with Otava Shamiel, assistant to the regional manager. "We have been watching you," she says. "The Amethyst Order brings wealth to all, and will usher in a new era for Agemonia. And in so doing we will wipe out the last remains of that conniving Council of Eight. Take this as a small bonus."

Each Hero gains a Lunium Bar token or a Moonsilver Ore token.

035 Arresting the Cryomancer

You step on the icy bridge, a strong wind blowing snow in your faces. Whiskers, feathers, and scales get frost-bitten.

The closer you get to the middle of the bridge, the better you see the shape of a boryoti man, clad only in a loincloth.

In one hand he holds a magic wand, and with both he seems to conduct the blizzard. Snow and ice, sleet and frost flow constantly from him.

You rush him before he realizes you are working with the guards.

» 051

036 The Soladin's Price

You take the soladin aside and tell him it would be quite valuable to you if he kept his mouth shut.

"Really? How valuable, exactly?"

"Five stars," you tell him. It does not seem unreasonable.

"Hmm, I think the House of Four-Dawns would find this information even more valuable. Say, ten stars."

Choose one:
A: Spend 10 » Bribe the soladin. » 846
B: Attach the Sunshine Legion instead. » 317

037 Red Square Leaf

"SIDES," the voice booms out.

The scroll is blank.

Once you think you know the answer, turn to that entry in the story book. But hurry, time is getting short!

038 Do Not Go to the Pennark Mansion

Wollyon Pennark's mansion is full of illusions. I do not recommend visiting it. There are fake doors, fake statues, even fake guards. The fountain with the statue of Xirion in the courtyard is real, however. It strengthened my magical powers when I threw different kinds of coins into the pool.

I spent a good hour talking to Lord Wollyon before I discovered he was an illusion and the man himself was standing invisible nearby, listening in on the conversation I thought I was having with him. One has to look at the edges of the creatures to make sure they are real.

The only reason I was there was to try to purchase his moonsilver cane, which has the power to turn its owner invisible. But he was unwilling to part with it.

[illegible]

039 Inar Lives

Inar leaves Echo Mountain with you and follows you toward Runedale. The tall agurian geomancer has slept for centuries and eagerly listens to news about the world.

"I had special permission from the Queen of Benem to enter Echo Mountain and try to operate the furnace," he says. "Who is the Queen now?"

"Perhaps I am released from my vows," he concludes. "But let me buy you a drink if the Mossy Stone still exist in Runedale."

It does, and upon your return, he takes you to the agurian bar to celebrate. You down hard drinks and join in with the agurians humming the song of the earth.

"May you never be forgotten!" he toasts you as the agura crystals in the patrons' backs glimmer beautifully.

Each Hero gains an Inspiration gem .
Each Hero loses 1 stamina at the start of the next City step.

040 The Mossport Monolith

A catapulted stone hits the wall and then... nothing. Dust clouds settle and a foreboding silence fills the air. The war machines have stopped bombarding the city.

You look at each other with hopeful eyes. Perhaps the Yorels managed to defeat the Pennarks somehow?

Then you hear the sound of marching feet. This was but the prelude to the real attack. What happened to Runedale is now about to happen to Mossport, only much worse.

You lead the last citizens to the harbor where they can board ships that will hopefully take them to safety. While they are boarding, a Yorel war cleric heals your wounds. As the citizens embark, they turn to you in gratitude.

Reset the timer.
Remove all Allies, Pets, and Enemies from the Scenario map.
Each Hero removes Wounded status, discards all their Condition and Injury cards, all (including all stamina locked on Action tokens), and all.
If you have "Secret Passage" in your Party Journal, choose a revealed Citizen card not in the Saved Citizen's pile. You may not choose Citizen card 5. Place the chosen Citizen card into the Resolved pile.
If Citizen card 5 is not in your Resolved pile, remove 2 random Citizen cards from your Resolved pile.

Gain a reward for each card in your Resolved pile:

Citizen card 1: Each Hero may take a Rune Item card from the Stock and attach it to a valid Item card.
Citizen card 2: One Hero may gain a Scroll Item card from the Stock.
Citizen card 3: Spawn another Shiver captain (see below).
Citizen card 4: Each Hero gains an Achievement gem.
Citizen card 5: Each Hero gains an Inspiration gem.
Citizen card 6: Gain Item card 049 "Cube of Teleportation".
Citizen card 7: Each Hero gains a Blood Crystal token.
Citizen card 8: Each Hero may gain a Potion or Poison Item card from the Stock.
Story card A: Gain any 1 Pet Item card from the stock. Remove this card from play.
Remove all Citizen cards from play (including any still in the Story deck).

Reveal cards 3, 4, 5, and 6.
Spawn a Doom Knight for each ☐ on the map.
Spawn a Redskull Legionnaire for each ○ on the map.
Spawn Amon Pennark at ▽ on the map.
Reveal 3 "Shiver Captain".
Spawn 1 Shiver Captain Ally (for 2 Heroes) or 2 Shiver Captain Allies (for 3 or 4 Heroes) within 1 of H.
If Citizen card 3 is in the Saved Citizen's pile, spawn another Shiver Captain Ally within 1 of H.
Place your Heroes in the area containing Start.

You return to the city center to take up positions you can defend. As you reach the Mossport Monolith, it radiates with a strange melancholic energy. You take a closer look and realize the face carved into the top is slowly moving. The obelisk spreads out its hands and you realize it is an agurian or at least part agurian.

"May you be remembered, Keepers of the Breach," the obelisk speaks. "The legacy of the Keepers and the fate of Agemonia are tied to this stone. You have found the beacons and done your utmost to light them. Now save this stone and aex will not engulf Agemonia. Save the obelisk, save Agemonia."

Just then a shadow engulfs the city. You look up and see Aman Pennark's airship right above you. Then his troops breach the gates and attack. The fate of Agemonia lies in your hands!

At the start of next round, reveal Story card and place it side up.

041 Recapture the Tagrel

You surround the tagrel and point your weapons at it. Even though it is corrupted by aex, its instincts force it to not lunge toward pain and suffering. Eventually, the subdued monster retreats back into its cage.

The driver deftly locks the cage and grudgingly thanks you for your service.

You remind her that she also promised to pay you, and she reaches into her purse.

Each Hero gains 3.
Gain +1 Reputation with the Amethyst Order.

042 Draewiss Stelark Draws Her Own Conclusions

"Nay, all is lost. Stars shine not upon me this day, nor will they shine any other day. I must join my family on the other side. Mazurak, here I come."

Invoking the goddess of death, Draewiss Stelark picks up an enchanted necklace and puts it on. As soon as it touches her throat, both the warlock and necklace turn to dust.

Gain.
Remove Citizen card 6 from play.

043 Honor Among Thieves

"Yes, I heard you got involved with criminals of your own," she says. "Well done, I didn't think you have it in you. Well, I don't want to offend Tan Gunagill. Professional courtesy, you understand. I'll leave Runedale first light."

She nods and backs out.

You have prevented a rival gangster from setting up shop in your town. That deserves to be celebrated!

Jewal gains an Achievement gem.

044 Journey

As you walk the long road west through Throyle province, there is an uneasy feeling in the air. Birds and beasts are wary, as if waiting for some ill to befall them, fungal growth and bladethorn cuts across the road in several places, and Throyle soldiers stop you several times, asking you to explain your presence there. The mood is expectant and nervous.

Eventually, the mountains of the Reflection Range loom in front of you and so do the magical remnants of Skeffford Keep, said to have been destroyed in a strange cataclysm hundreds of years ago.

045 Slugfest

The slimy sounds and the pungent smell of burning fungi can only [illegible] *A fire-breathing ustrig has entered the cave! How wonderful! The more snails the merrier! If only it would not try to kill you, it really spoils your good vibes.*

Spawn an Ustrig in the Start.
If the Start area is at maximum capacity, place the Ally with the lowest taunt value in that area into an adjacent area.

046 A Successful Heist

You manage to escape the Fish of Fortune with the money and your lives. You find a good hiding spot and count your ill-gotten gains.

Each Hero gains 4.

047 Journey

You travel many days west from Runedale, taking the nearly abandoned road towards what was once the Province of Ythmer. In some places, bladethorns have completely overtaken the road, in others, you have to beware of bandits or beasts of the wild.

Eventually you see the Reflection Range mountains in front of you. The only pass through the mountains was once guarded by the Garden Castle, the seat of House Skeffford. The castle is now a strange magical ruin, surrounded by huge floating boulders full of some mysterious magic.

048 Colorful Spores

Colorful magical spores burst around the area and you feel weird. Were your hands always made of rainbows?

4
Fail » Gain.

049 Ginash

A former soladin of the Church of the Burning Sun, Ginash is a scarred veteran of many battles. Often seen in taverns in her stylish Megeian armor, Ginash is not averse to banter and has a cutting wit. She is eager to talk with anyone who buys her a pint. Mercenary circles have it that the scars on her face were caused when facing off against a bulbous disgorger, a feat not many sellswords can boast to have accomplished and lived to tell the tale.

050 Legionary Saved

You have found a home for the old tagrel, Legionary, in the stables of the Ravenous Guiveren.

The beast has seen its fair share of action with Shantor, and seems like it could use some rest. You agree with the landlord that the stable boys can use it to help with some light work at the tavern in exchange for its care.

It rubs its snout on your face as you say goodbye for now. When he is in better shape, you might be able to take him with you on your travels once again.

051 Cold War

You try to grab the cryomancer whose best defense is his power over ice and snow. You feel every fiber of your body get cold and sense yourself slowing down. You must resist the magical effects.

+2 (Hydromancer, Pyroblade: +1)
If the total number of successes is 11 or more (2 Heroes), 16 or more (3 Heroes), or 22 or more (4 Heroes) » 452
Otherwise » You must escape. Each Hero loses 3.

052 This Is Helping

You are not sure what to believe, but clearly the woman is not alright. You feed her and offer her a place to sleep in one of your tents.

As she leaves in the morning, you give her some money and promise to pray to the totems for her good fortune.

She gives you a Bitajin Amulet in return.

"Bright day to you and your spirit," she says as she leaves with her spirit animal, somewhat disappointed.

Gain a Bitajin Amulet token.

053 Bugs!

The chirelids quickly crawl towards you from all directions making an odd whistling sound whilst you try to balance yourselves on the rotating crystal. These rare beasts create agura in their bodies in the manner of agurians, and clearly want to defend their home. But how does one fight them?

+2 (Jonai: +1)

If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 152

Otherwise » 539

054 The Stone Head Awakens

As you place the last agura crystal in its eye socket, the stone head comes alive, the power of aiun now radiating strongly.

"You have come for the Orb of Feroxx as I bid you," it speaks. "Enter, seekers, into the Keepers' Testing Ground."

You sense powerful magic activate somewhere behind you.

If Story card H has been flipped, flip the Teleporter token in H to its active side.

Otherwise, place the Teleporter token, inactive side up, in H.

Remove Story card K from play.

055 Five Wisptrees Destroyed

Before you are escorted out, you tell Lord Wollyon that exactly five wisptrees were destroyed.

"Excellent," Lord Wollyon says. "The last remnants of the old religion will soon wither out."

"My stars, what did I hear?" cries his wife, storming into the room. "Did you fools destroy the sacred trees? How could you be so careless? Do you not know they are sacred to the goddesses? The goddesses will forever be angry at you! You should lose your heads and tails!"

She breaks down crying, and Lord Wollyon comforts her in his arms.

"There, there, darling, they knew not what they were doing..."

He winks at you conspiratorially, and as you leave, the knight hands you a bonus.

Write "Sacrilege" in your Party Journal.

Each Hero gains 5

056 Goodbye, Dectopus!

You manage to survive the dectopus's deadly embraces long enough to steal the bow. You swim away from the poor monster as it flails impotently with its tentacles.

This magical longbow was crafted by a pattangan bowmaster. Its origins can be traced to the Kamlu' Keh clan of the northern Mutelands plains, and its wielder must have been a clan champion or chief. The longbow is bound in enchantments, increasing its strength and range, providing more powerful shots while still being lighter than a regular longbow.

Gain Item card 092 "Longbow of Grenak".

057 The Toy is Yours

You hold the Orb of Aox, its red surface swimming in unsettling ways, locking your gaze. It corrupted the girl's body, and perhaps her mind, but surely all of you are strong enough to withstand its effects. Or perhaps you would be wiser to destroy the Orb of Power and rid Agemonia of one more shred of demonic influence?

Choose one:

A: Destroy the orb. » 623

B: Choose one of you to carry the orb. » 324

C: Throw the orb in the gutter. » 713

058 Trisks

The guards pat you down and then go through your bags and pouches.

If your Heroes are carrying 1 or more illegal items » 583

Otherwise » 315

059 Heroes vs. Beggars

The boryce kicks you with his hoof, misses, and falls on his tail, but others soon join in attacking you! Fighting beggars at the docks is perhaps not your most honorable battle, but that makes you all the more determined to win it! You just wish there were not quite so many of them...

+2

(Bladesmaster, Guardian, Knight, Marauder: +1)

If the total number of successes is 13 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » 185

Otherwise » 300

060 Not So Fast, Mister!

The praying knight does not notice you until you have crept up very close to him. When he does, he rolls onto his back and draws his sword.

"Begone, star-shunned imbeciles!" he yells at you. "Would you be so foul as to attack a man in the middle of prayer?"

Yes, you would.

You have him at a great disadvantage, and this looks like an easy fight.

Just then, the eyes of the snake statue glow red, and you can feel the forces of death weigh down upon you.

Each Hero gains an Injury card.

This gives the knight ample time to get up and prepare for battle.

"With my goddess by my side, I will be triumphant!"

+2

(Bladesmaster, Guardian, Knight, Marauder: +1)

If the total number of successes is 14 or more (2 Heroes), 21 or more (3 Heroes), or 28 or more (4 Heroes) » 764

Otherwise » 349

061 A Sublime Feeling

As the air gets heavier and more delicious with spores, the entire cave is turned from the mundane to the sublime and your feelings change from happy to ecstatic. It is almost a profound feeling, as if you understand that the cave is not a cave at all, but a gateway to a different world. Or perhaps all of Agemonia is but an illusion, conjured up by the madness of some unknowable being. You feel drawn to stay here and really ponder upon it in this blissful state.

Each Hero: 5

Success » Restore 3 spent

Fail » Gain

062 The Egg Cracks

The huge rock breaks into a million shards, all of them reflecting a ruby light for a second and then growing dark as they fall to the ground.

As you breathe a sigh of relief, you realize there was something inside the Bloodstone... or someone! You see the bulky, four-armed shape of Grieznak the demon.

"The Bloodstone is now rent,
you blockheaded tadpoles!
As your just punishment,
I'll devour your souls!"

As if this is not enough, from the shards of the rock, a smoky ball rises, encased within an intense blue energy, and starts to float towards the portal. It is an orb of power, similar to the one you placed in the vault earlier. The blue energy is preventing you from touching the orb, so you must close the portal before it gets there.

Stop the Scenario Timer and place all Fate cards in the Timer pile into the Fate card discard pile.

Remove Story card from play.

Each Aan Enemy suffers 3 damage.

Reveal card

Remove the Bloodrock standee from play and spawn "Grieznak" in that area.

Reveal and Flip Story card

063 Pattangan Revenge

A number of young pattangans approach, many of them wielding machetes or bows or, since they have four hands, both. You are not looking for a fight so you turn around. No luck! There's another group behind you. You ask them to let you go.

One of them steps forward, a young man with four machetes. "Were you trying to rob our grandma?"

"I'll take care of this," Zuwi'Sai says. He then stares intently at the boy leader and says, "You will let us go. You will let us go!"

"Let them go," the boy tells the others with a blank expression.

"The fish guy used some sort of magic on him," one of the others says. "Let's get them!"

+2

(Dvenosh, Jonai, Matajaun: +1)

If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » 905

Otherwise » 205

064 Lunara and the Blue Poacher

Before you leave, you look for your guivrenscale shield. It is dirty but otherwise in a good condition.

As you grab it, the Blue Poacher approaches you, revealing his face. You recognize your lover, Rhaelon Highweld. Has he been the Sable Crown's leader all along?

"We will talk later, my love," he whispers.

Gain Item card 130 "Brynddelion Shield".

065 "No thank you, we're good!"

You refuse to do the goddesses bidding. The light in her eyes turns red and you feel the forces of death and decay pull down on you and make you weary. It is cold and you are miserable.

"You blasphemous fools have chosen to side with a guivren over a goddess! Like the traitors of old, you will suffer for this!"

Each Hero gains

066 Journey

You catch one of the many riverboats going this way and that from Runedale's harbors. This one has four pairs of oars, manned by two pattangans.

The low grasslands on either side of the river are home to huge roaming packs of wild togrels, and the river is plentiful with fish and eels. Above you, birds and lizards are in flight.

As the day progresses, the steppe turns to moist meadows where the riverbanks are vast and full of reeds and birds. As small flying insects become a constant nuisance, the pattangans start singing a monotonous chant, which seems to drive the bugs away.

Finally, the river leads into a big lake, into which several tributaries flow. You camp for the night with only the vast sky above you as a roof, making you feel small and insignificant. Come dawn, you awaken refreshed, and follow one of the many rivers to the west, through stinking swampland, until finally the pattangans inform you that you have arrived at Tabbart Castle. This is a good place to rest before you set off eastwards to search for the moonlily.

One of the riverboat's crew introduces you to some locals who have a smaller boat. They offer to take you eastwards back along the river tomorrow in search of the moonlily.

067 Cocooned

Stung with paralyzing poison, made lethargic by psionic might, and wrapped in a cocoon of sticky web, you feel your pulse slowing down and your breathing becoming deeper. It almost seems quite pleasant to fall sleep here forever, were it not for the constant hissing of "Sssssoon I shall dine upon your vital juicessss."

You do not know how much time has passed. It could be hours or even weeks. You are awakened from your slumber when the venorian hive mother's mental control grows distant. Your cocoon is cut open a fraction and you can see daylight. It is dawn and the fog is gone.

"May you work hard!" says a horallian man enthusiastically. He and his retinue of mercenaries have saved you. "I am an adventurer and a self-made man," he boasts, "some even call me a hero. The name is Yaz'sor'Sai the Good and I consider myself a simple man who appreciates the simple pleasures of life. The smile of a loved one, the taste of raw fish, the just reward for hard work and genius."

As he says those last few words he looks you in the eye. It is clear Yaz'sor'Sai the Good wants payment for rescuing you, so you ask him to name his price.

"Oh, for saving you from being devoured by the venorian hive mother, let's see, usually I charge five stars per person, but since you are a group, I'll give you a discount. How about three stars each? If you don't have stars, I also take goods."

You are not in a position to haggle, so you agree to pay him. His mercenaries cut you out of your cocoons and stand guard until you have paid.

Pay 3 for each Hero. For each 3 you can't pay, you must discard an item worth at least 3 instead.

Yaz'sor'Sai's horallian bookkeeper counts the payment and nods to her boss.

"We all get what we deserve," says Yaz'sor'Sai the Good, and commands his retinue to continue on their way.

As he leaves, you wonder if you should have let the hive mother devour you, instead.

068 The Trail Goes Cold

The dusty trucks are easy enough to follow. They lead to another cellar, and then a sewer of some sort with plenty of possible exits. The floor is wet, and you have no way of knowing where to go.

You pick a corridor at random, ascend a ladder, and find yourself in a warehouse in the Northgate District. They assume you are robbers, and you have to explain yourself before making your exit.

You go home, having lost the deposit and failed the victim.

Discard the set-aside items.

069 Beaten by the Sable Crown

The brigands keep you on the defensive long enough for some of them to transport the pirate to safety. You try to pursue, but you are pushed into the river, and by the time you manage to get out, the Sable Crown is nowhere to be seen.

Each Hero: 4

070 At Your Service, Lady Pennark

You approach Lady Pennark's entourage with your weapons holstered and your hands up in the air. You yell greetings from afar and ask for permission to approach.

"Heaven protect," says Lady Pennark as you kneel in front of her. "What business have you here?"

You tell her that her nasty prisoner is sending psionic signals for help.

"I should have expected nothing less," the Lady muses. "I will put a stop to it. Felim Howell led a group of criminals in an attack on Pennark Keep, and will be harshly punished. When my husband Amon Pennark returns, Kyther Point will once again know the meaning of the law. Thank you, House Pennark is in your debt."

Lady Pennark pays you handsomely before she goes to have a little chat with her prisoner.

The redskulls then encourage you to go about your business.

Each Hero gains 5
Gain +1 Reputation with House Pennark.

071 The Assassin Saved

The assassin nods at you and disappears outside. Once everyone is too bruised and battered to keep fighting, her companions come to talk to you.

"You helped a friend of ours. Here's something for your troubles."

Gain item cards 065 "Snakeroot Sap" and 067 "Nixing Venom".
Gain +1 Reputation with the Shroud.

072 Give Away the Aox Purse

You hand the ignisaur the purse. He opens it and looks inside, clearly counting the aox coins. He has a formidable presence and a no-nonsense attitude.

"Everything's there," he says. "But if I find out you shaded fools tried to steal this from me, you can be sure I'll find you."

He turns to leave.

Choose one:

A: Ask for a finders' fee. » 594

B: Let him go. » 904

073 The Metal Skyffords

You are carefully walking around the crater when you realize the figures you are approaching are made of metal. Or rather, they have turned into metal.

It looks like they were busy exploring the crater when they changed. By their emblems you recognize them as retainers of House Skyfford, led by their Magus.

The Magus of House Skyfford is carrying an obviously enchanted buckler, the magic of which has prevented it from transforming into solid iron. It is made of coral, bound with moonsteel, and banded with lanium, but it is still stuck to the Magus's metal fingers. To remove it would require quite a feat of strength.

Choose a Hero. The chosen Hero: 6 +2
Success » Gain item card 098 "Saltspray Guard". Write "Gone Left" in your Party Journal".
Fail » The chosen Hero suffers 2 damage. The same or a different Hero may try again as long as they have at least 2

Just then, a massive burst of aox fumes from the crater forces you to flee. Perhaps one day you will return.

» 347

074 Student

You hear the voice of aium inside your heads. "The fate of Agemonia is in your hands. You have found the path of the Keepers of the Breach and you must now follow it. You will be tempted by evil, by the demonic powers of aox, by lust and greed, but veer not from the path."

Each Hero gains an Achievement gem

075 Mala'Zu

Mala'Zu was afflicted with an illness at a young age when she scratched herself on a reef of poisonous coral, forcing her to wear a breathing apparatus above land due to scarred lungs. It is common knowledge that she is versed in the arts of restorative magic and telepathy, but little else is known about her. If prompted, she talks of the Creator, something or someone in her underwater homeland of Zeebul, whom she consults through telepathic ritual from time to time.

076 No More Spying

You are found out and have to run down the stairs before the officials recognize you!

Each Hero: 4

Choose one:

A: Visit the bazaar. » 700

B: Continue on your journey.

077 Drawing a Blank

You do the best detective work you can, but come up empty handed. Perhaps there was no impostor in the first place?

The cosmographers are not impressed by your work and refuse to pay you anything.

078 Unknown Meaning

You retire to a nearby tavern to ponder the message. "Visit Hungry Wyrm, Visit Hungry Wyrm," you repeat to yourselves over a drink in an attempt to generate some liquid inspiration.

"Hungry Wyrm? You mean the Ravenous Guivren? What, this inn not good enough for you?" a passing serving boy says, sounding slightly insulted.

You realize the encrypted message also had a hidden meaning.

» 516

079 Large Mushroom

As you touch it, the mushroom fades away to reveal a unique magical helmet adorned with horns.

Gain Item card 099 "Helm of Strongmaw".

080 Curing Your Curse

You try to hide the aox marks on your chest as you walk through Runedale to the Temple of the Fifth Eye.

You talk to the priests and they tell you they can remove your tattoo and your terrible curse if you pay them ten stars each. You decide it is also worth paying them a little extra to make sure they do not speak of this to anyone.

Once the aox mark is gone, you feel you can breathe again. How good it feels to be rid of Graznak!

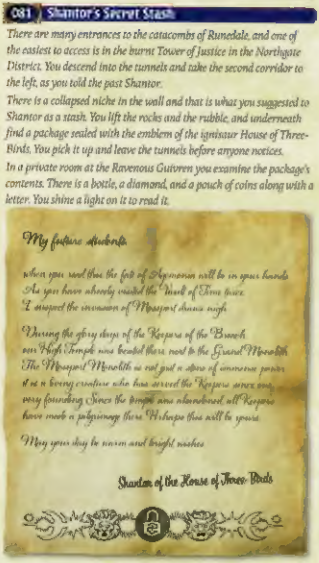
Each Hero with "Aox Tattoo: Cursed" in their Hero Journal may spend 10 to cross it out and remove it. If any do, they must collectively pay 5 more.

081 Shantor's Secret Stash

There are many entrances to the catacombs of Runedale, and one of the easiest to access is in the burnt Tower of Justice in the Northgate District. You descend into the tunnels and take the second corridor to the left, as you told the past Shantor.

There is a collapsed niche in the wall and that is what you suggested to Shantor as a stash. You lift the rocks and the rubble, and underneath find a package sealed with the emblem of the ignisaur House of Three-Birds. You pick it up and leave the tunnels before anyone notices.

In a private room at the Ravenous Guivren you examine the package's contents. There is a bottle, a diamond, and a pouch of coins along with a letter. You shine a light on it to read it.


My future Akabeth,
when you read this the fate of Agamoon will be in your hands
As you have already visited the Vault of Time twice
I suspect the invasion of Mossport draws nigh.
Viewing the glory days of the Keepers of the Branch
our High Temple was located there, next to the Grand Monolith
The Mossport Monolith is not just a store of immense power
it is a living creature who has served the Keepers since our very founding. Since the temple was abandoned, all Keepers have made a pilgrimage there. Perhaps that will be yours.
May your day be warm and bright wishes
Shantor of the House of Three-Birds

Gain Item card 053 "Elixir of Healing", a Runic Diamond token and 20.

082 Journey

You have visited the Pennark Mansion before, but something tells you Lord Wollyon is not going to just hand you the Orb. Since House Pennark took over the city, guards and knights have been posted at the house, making it nigh impregnable. But that is where you must go.

083 Several Clear

With the lines cut, the ship leaves port and is soon out of reach of your enemies. It drifts with the current, the power of the water turning the wheel on its own. Soon the ship hits the opposite bank and gets stuck there.

Place a token in the gangplank area. Allies and Enemies may no longer enter this area. If all Allies are in areas on the ship, Enemies will no longer spawn during this scenario.

084 Hemet One-Flame Defeated

It is well known that Hemet One-Flame considers ignisaurs to be superior to the other peoples of Agemonia, but that is certainly not the case on this occasion. His extensive experience as a mercenary has taught him impressive survival instincts and right now they are telling him to flee. He hurriedly departs the battlefield.

085 The Fourth Blood Crystal

Whatever wounds you take, Graznak seems to gain strength from them. The whole cavern is encompassed by the demon's aura.

Until now.

When you place the final blood crystal on its pedestal, they all begin to glow crimson. Four beams of light hit the summoning circle and its runes light up. Then the whole circle starts to shine and smoke, even burning the ground on which it was drawn.

The circle destroys itself. You can feel it drawing aox energy from the cave into it, and sucking it away.

So does Graznak, apparently, as he cries in pain and disappointment. Now is the time to attack him!

Place a token on the "Graznak Healing" rule in the additional scenario rules. From now on, ignore this rule.

086 Place the Orb of Aox

All light in the vault disappears and you start to hear demonic whispers. Then, just as suddenly, the light returns and the whispers cease.

If this was the first orb placed during this scenario, each Hero gains .

Otherwise, read Outcome 1: Scenario Success.

087 Return the Urn of Life

You examine the urn of life, but decide to place it on the shrine. You do not know who it really belongs to, but it would be wrong to steal the sacred remains of the dead.

You feel the eyes of Mazurak observe you with anger, but there is also another sensation, as if someone or something wants to protect you. The two powers clash, but the beneficent one is the more powerful, at least within the temple.

The guardian reappears. "You have passed the test," she says before slowly fading away.

Each Hero gains an Inspiration gem.

Each Hero gains .

088 Sell the Statue on the Black Market

Possessing a pagan idol is illegal, but a statue this big is hard to hide. After several attempts, you manage to find a dealer in strange objects.

She promises to take the statue off your hands even though it's not very valuable. She thinks she might know a good buyer, a fat and rich collector in the city.

Discard the token.

Each Hero gains 6.

089 The Vespirs' Nest

The warlock and the mercenary take their students on an expedition into the woods. The apprentice fiendstalkers, each a ferocious fighter or magic-user in their own right, approach a vespir nest from one direction while you circle round to approach it from behind.

The forest is old, remnants of forgotten magic still lingering in the stones and the millennial trees. Before you reach the nest, you hear a screech from above and realize the vespirs are in flight. They attack!

2 2 2 +2 (Drenosh, Jonas) +1

If the total number of successes is 13 or more (2 Heroes), 20 or more (3 Heroes), or 27 or more (4 Heroes) 531

Otherwise 175

090 Enthrallment

You realize you must obey the Creator. She is good. She gives you a job and meaning. You must work hard so that her success may flow down upon you.

You must obey the Creator.

You must harvest the tongbane poison.

It hurts, but it does not matter.

You must obey the Creator.

At sundown the Creator arises from a pond of clear water in the center of the marsh. She is a beautiful korallian woman, and you know you owe everything to her.

After many days, something disturbs the peace of the marsh and you feel misfortune has befallen the Creator. You rush to help, but then you lose your connection to her. You quickly realize who you are again, and you all run for your lives!

Each Hero: 0 4

Each Hero gains .

091 The Goblet of Thaxo

You warily descend the stairs leading to the Mossy Stone one more time. There are only a few patrons there so you order a round of drinks for them and approach Omax when he has done pouring them.

You ask him to tell you about the goblet. He holds it in his hands and looks at it appraisingly.

"Many sleeps ago," he speaks, "when crystal was plentiful and all peoples lived in abundance, there were great artificers in Lok Turan, and the greatest of them all was a man called Thaxo. Thin and crumbling he was, but he made the most beautiful objects. I was not sure at first if you had what it takes to drink from his cup, but I can now tell that you do."

He then becomes quiet and holds the cup for a while, humming a deep tone. The runes in the goblet start to glow.

"You will be remembered," he says as you leave.

Place a Progress sticker on slot 3 on Artifact card 05 "Goblet of Thaxo". Remove that Artifact card from the game and gain Item card 149 "Goblet of Thaxo".

092 The Helpful Beggars

The beggars help you out by crowding around you when Star Marion marches through Northgate District, holding her nose.

"Another dead end!" you hear her say to her troops. "She's not here."

With that, Star Marion leaves, and you are free to dress in your regular clothes again.

Lunara gains an Achievement gem.

093 Cultist of the Fifth Eye

You are summoned to the Temple of the Fifth Eye to meet with the quothian High Priestess Silma. "May the ancients protect you," she begins. "We are a new religion, but we study the very oldest of the mysteries of Agemonia: the ancients and the relics they have left here. I am glad you have answered the call of the Fifth Eye."

Each Hero may gain a scroll from the Magical Scrolls service for free.

094 Alarm!

You down the guard, but another hears you and appears out of the mist. He sees you and immediately retreats back into the mist and sounds the alarm. Soon the entire fortress is alerted and you realize you have no chance of penetrating it unnoticed.

You stay on the ship and continue on your way to Mossport.

095 Seruped Telepathy

You concentrate to try to make telepathic contact with the seruped. Its mind is completely alien and you can find no discernable thoughts or even feelings, just something undefinable. Being in contact with it is slightly sickening.

[Hero] [2] +2 [Jonal. Telepath: +1]

If the total number of [Hero] is 10 or more (2 Heroes), 15 or more (3 Heroes), or 20 or more (4 Heroes) » 448

Otherwise » 637

096 Red Circular Star

"KNOW," the voice booms out.

The scroll reads, "Half the sides as this has points. Also seen in the same colored sky."

097 Sarcophagus Opened

You speak the magic words and the lid of the sarcophagus seems to loosen slightly. You move it out of the way and see the withered corpse of Lord Hyperion, clad in a quothian-style silk cape adorned with black feathers. In his skeletal claws he holds a large black egg!

Lord Hyperion's feathered ghost rises from the grave. His mood seems somewhere between happy and delirious. With a lazy wave of his hand he dismisses any remaining ghosts.

"At last I am free!" he exclaims, and tries to fly towards the exit, but something stops him. He then tries to return to his corpse, but something stops that, too!

More revenants appear in the sepulcher, even larger and more menacing than the previous ones. At the same time your spirits are plucked from your bodies and dragged towards Lord Hyperion's sarcophagus while your bodies are pulled towards various other Gramask sarcophagi.

"Nay!" says Hyperion. "This was not supposed to happen!"

You are thinking the same thing! You look at your spectral figures, wondering what to do now.

"Return to your bodies so that I may return to mine!" commands Hyperion. Does he know if that will work or is he just hoping? Devoid of any better ideas, you decide to do as commanded. But how would you even go about it?

Sensing your uncertainty, an impatient Hyperion says, "Clearly you'll need to ready your spirits for repossession and remove these disruptive ghosts from the tomb. You can use the dead blood crystals. Hurry!"

Stop the timer if it is running.

Remove all Revenants from the Scenario map.

Remove Story cards [●], A, C to G, and J to L from play.

Place each Hero in [8].

All non-Hero Allies are defeated.

Each Hero: Draw a random Spirit card from the Story deck and follow the instructions on it. If you are playing with fewer than 4 Heroes, you may want to place one of the other Spirit cards next to the Scenario map to remind you of the Spirit card rules.

In order of Hero Taunt value, from highest to lowest, place a token on your Spirit card to show which sarcophagus your Hero's body is in:

- Highest Taunt value: [●]
- Second highest Taunt value: [△]
- Third highest Taunt value: [□]
- Fourth highest Taunt value: [✕]

Each Hero removes wounded status and restores all their spent [○] stamina and heals all their [♥] damage. All locked stamina is placed on your pile of Stamina chips on your Vitality disk and all passive (level 3) actions end.

Reveal [3] [2]

Spawn a Void Revenant in each of the sarcophagus areas containing a [●] or a [△].

If playing with 3 or more Heroes, spawn a Revenant in the sarcophagus area containing a [□].

If playing with 4 Heroes, spawn a Revenant in the sarcophagus area containing a [✕].

For each Enemy spawned, place a matching token on their Enemy number on their Enemy board.

If playing with 2 Heroes, remove the Revenant Enemy card from play.

Otherwise, place a [✕] token on the Defeating a Revenant section in the Additional Scenario rules. Ignore this rule for the rest of this scenario.

Start a timer.

Skip the remainder of the Ally and Enemy Turns phase.

Flip Story card G.

098 The Second Floor

You enter the second floor of the mansion and realize there are redskull legionnaires patrolling it. On the one hand, for there to be redskulls guarding the inside the mansion shows that the Pennarks are worried, on the other hand, it is going to make this more difficult.

Reveal [3] [4]

Spawn a Redskull Legionnaire for each [○] on the Second Floor map. Place [□] tokens on the Second Floor map as shown.

099 The Heist Goes Awry

You are good, but the gnomish croupiers are even better.

As you try to exit the Fish of Fortune, you are met by two burly mercenaries, a boryot and an ignisaur. A croupier points at you and they stop your passage.

"Alright, let's see what you're carrying!"

Choose one:

A. Fight your way out. » 825

B. Surrender. » 550

C. Try to swim to safety. » 360

100 Journey

Young Aquatron, a Candidate of the Cosmos, walks with you as you journey west.

"The stars truly shone upon me when you saved me from those rabid manxoons," he says. "And now they shine on you, since we found treasure while we were playing that patangan game in the cavern. If not for the quivrens, we would have taken it for ourselves!"

On the way you lecture him that it can be dangerous to play games of fantasy where you pretend to be someone else and play with monsters. One should always remember to separate imagination and reality.

When you realize he is leading you in the direction of the Cave of Happiness, you understand it might not be so easy...

Fortunately, his cavern is not the one familiar to you, but you still expect to encounter ustrigs and hallucinogenic mushrooms aplenty.

101 The Bracelet Puzzle

What are the leftmost 2 runes?

[✱] [✱] » 861

[☾] [✱] » 852

Something Else » 879

102 Journey

You leave Runedale through the Western Gate and follow the road west. The wind-swept plains around you are a relaxing sight after the busy city. The air is fresh and game plentiful.

You head towards Throyle Province, which is ruled by House Tabbart. You occasionally come across the patangans and nitnegirt that live there. The province is dominated by lakes and swamps, but your destination lies in the woodlands to the south.

103 The Message

If your answer was "VISIT HUNGRY WYRM" and you think you know what this means » 597

If your answer was "VISIT HUNGRY WYRM", but you do not know what this means » 078

Otherwise » 256

104 Stop That Squire!

The redskulls are too busy setting fire to the carts and harassing the traders to pay any attention to the squire sneaking up to the artifact. An unseen magical energy connects the artifact with the redskulls. Whether it controls them or empowers them, you do not know.

Clearly, the Gramask squire means to sabotage the artifact, which could turn the tide of battle against the redskulls.

Fortunately, you noticed him in time to stop him! You rush to defend the artifact and give the squire a beating he will never forget.

The battle is soon over, the redskulls killing everyone who does not escape, including the squire. They do not speak, but their leader turns to you. He seems to know what you did, and bows.

The redskulls take the precious rocks from the burning cart and load them into their own wagon.

Gain +1 Reputation with House Pennark.

105 The Examination of Lunara Bryndelion

When the celestor comes across Lunara, he stops to give her a good hard look. After a few moments he takes her aside so that the other Maddarks cannot hear.

"You are a knight?" he asks.

"Aye," Lunara replies.

"Of what house?"

Lunara names a small house from the south that would be difficult to check.

"Indeed? My cousin, Star Marian Maddark, is looking after one 'Star Lunara' of House Brynddelvon. You match her description to the letter. You would have seen her not, I take it?"

Nay," says Lunara.

The celestor eyes Lunara at length.

You can feel Seulen's working some sort of telepathic persuasion on the celestor, but it might not be enough.

Lunara: [7] +2 [Ziva'Sai is in your party: +1]
Success » 323
Fail » 169

106 Agurians Released

Inside the wagon you find the agurians in their magical slumber. Torrax knows there is no way to wake them up and agurians can sleep for decades. You carry the sleepers into the forest, where they simply look like big rocks.

Afterwards, you loot the wagon and find some potions and plenty of coins.

Gain Item cards 065 "Snakeroot Sap" and 067 "Nazag Venom" and 7

107 Bearer of the Sacred Flame

"Sun's fire!" he curses. "You dare defy me, the bearer of the sacred flame and a servant of Matona-Galeezi herself?"

The ignisaur spreads his arms and flame bursts out from both of his hands. The man is clearly a very powerful pyromancer and he is directing his aox-amplified fire at you!

[5] [3] [2] +2 (Aox Hunter, Pyroblade, Witch: +1)
If the total number of successes is 13 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » 193
Otherwise » You escape from the inferno.

108 Aox Amulet

You find a mummified body of a humanoid with a metal amulet around his neck. Foul air spreads from the body burning your lungs.

Gain an Aox Amulet token

109 Leave Him

You leave the wounded man bleeding on the deck of the boat and lurk off into the night. Behind you, you hear the woman climbing out of the water and onto the boat. Perhaps she will take care of him.

110 Zoggothu Defeated

The dying demon is pulled back into the vortex, its last words almost drowned out in the noise of the Breach. "Xotha.. You now once again have your army. You can realize our dream and destroy all the mortal peoples of Agemonia.. Xotha.. Remember our deal.. Xotha.."

The red wall of lightning disappears and the writing behind it becomes clearly visible.

Place Item card 116 "Eye of Zoggothu" in the area that Zoggothu was defeated.
Reveal and flip Story Card G.
Once Story card B has 9 tokens on it read OUTCOME 1: SCENARIO SUCCESS.

111 Help the Ignisaur

You poke the aox togrel with your weapons. At first it keeps its attention on the ignisaur while trying to drive you away with an angry roar. When that is not enough, it turns its back on the ignisaur to flail at you.

The ignisaur driver leaves the cage. "Kill that shaded togrel! Kill it!"

The tormented togrel threatens you with its demonic claws. Its fate is not its own fault, but as a creature corrupted by aox it is impossible to save.

Choose one:
A: Try to force the togrel back into the cage and demand the payment you were promised. » 061
B: Kill the corrupted togrel as requested. » 189
C: Lecture the ignisaur about the law and threaten to report her to the authorities. » 297

112 "We humbly accept your bidding!"

You accept the shaman's quest and hear the strange voice again. "When the moons are new, seek the statue of Mazumik in Rumedaic. A knight will appear, carrying a blood crystal. He will try to sacrifice it to Mazumik. You must stop him."

The gauvren flies circles above you and you feel blessed to have witnessed something so wonderful. Then it leaves and soon you see it only as a spot on the horizon.

Each Hero gains
Shuffle City Event card 023 "The Blood Knights" into the City Event deck.

113 Lanimora Rescued

You have managed to carry the heavy statue of the pagan goddess Lanimora out of the Cave of Happiness. It was hidden there by the Sable Crown, who might appreciate getting it back.

On the other hand, the pagan religion is outlawed, and the cosmographers strictly oversee the eradication of all superstition, and have offered a reward for pagan idols.

Selling it to a smuggler in the black market around Anglers' Pier might land you the best price. Some horallian or ignisaur collector will pay plenty of moonsilver for the exotic statue.

Choose one:
A: Deliver the statue to the Sable Crown. » 017
B: Take the statue to the Cosmographers to be destroyed. » 201
C: Sell the statue on the black market. » 088

114 "If the Price is Right..."

You tell the demon worshipers, the box has a price.

"Gold is meaningless to those who have unlimited power," their leader says.

This makes you glad, since they can pay you as much as you want.

"Nay, I mean we have very little, since we seek neither gold nor glory."

Too bad, since that is exactly what you seek.

You come up with a price and he makes a counter offer.

One Hero: [7] [5] +2
Gain an amount of [ ] equal to the total number of successes.
Cross out "Locked Box" in your Party Journal.

115 You Bear the Orb of Aox

The sorcerer's melodious voice is magically amplified as he speaks.

"Heaven protect dear pilgrims. You bear the mark of ones who were once taught by Shamtor Three-Birds."

How could he have known your dead mentor?

"You carry the Orb of Aox," he continues. "A time will come when you are asked to light a beacon with the Orbs of Power. You would be wise to use the Crimson Orb then, for it will unlock riches and powers beyond your wildest dreams. I myself could teach you. And what's more, we would release the peoples of Agemonia from the limited roles given to us by the Ancients."

Choose one:
A: Promise to do what he asks. » 150
B: Run away! » 170
C: Pick a fight. » 257

116 Amethyst Journeyman

Otann Shamiel promotes you to journeymen within the Amethyst Order. "Beneath is but a small part of our operations and you are always welcome to visit our headquarters in Copperton."

Place a Stop sticker on the first empty space on the "Council of Eight" Reputation track. You may no longer gain reputation with the Council of Eight.
You gain the permanent benefit "Safe Boxes".

117 Phrenipedes!

You manage to create a passageway through the overgrown rooms. Passing through, you notice something big rustling in the leaves.

A pack of large centipedes approaches you, or maybe they are scorpions of some kind. When you see them sucking in magic from all around them, you realize these are no mere beasts, but phrenipedes, magical predators that live in places where the Breach and Agemonia intertwine.

The monsters scuttle towards you, their mandibles opening and closing greedily.

[5] [3] [2] +2 (Drenosh, Jovial: +1)
If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 304
Otherwise: [ ] [ ] » 347

118 "How About You Do Us a Favor, Instead?"

You ask Mazumik to bless you with her powers, which she takes great affront to.

"You dare refuse me?" she asks.

One Hero: [7] Success » 787 Fail » 367

119 The Moncoon's Owner

There is a name and an address carved into the moncoon's collar.

The owner lives in the Secular Bank, in a nice house by the Round Market. You knock on the door and a burly servant opens it. Once he recognizes the animal, he lets you in.

You are served wine and cakes as you wait for the moncoon's owner in a drawing room. Amongst other valuables there is a clearly magical cube sitting on a shelf.

Eventually, an elderly nihtegen noblewoman enters the room. She walks with small delicate steps. The moncoon immediately runs to her and starts licking her tail.

"On this day the stars shine upon me," the old lady says happily. "What boon would you ask of me?"

Choose one:
A: Ask for money. » 621
B: Ask for the magic cube. » 682
C: Tell her "Helping is its own reward." » 194

120 Silently Sneak Away

You crawl slowly and quietly away from the ritual. It seems like the cultists did not notice you. One of you steps on a dry branch, which cracks loudly. You freeze, hoping you did not alert the cultists. The chanting seems to lower in volume. Will the cultists notice you?

Each Hero: [4] [Dex] +2
All succeed » 486
One or more fail » 523

121 Marriage Certificate

The Ravnedale leaders of the Amethyst Order and the Council of Eight are married! Or, at least, they have been! How have they been able to keep this secret?

Since they do not want it public, they might be quite glad if you delivered the certificate to them. But to whom will you take it?

Choose one:

A. Do not steal from the Pinnacle. That would be wrong. » 685
B. Take the certificate to Hemet One-Plume of the Amethyst Order. » 569
C. Take the certificate to Essylit the Unerring of the Council of Eight. » 272

122 Impenetrable Minds

You manage to shake off the strange feeling and quickly hide from whatever power it was that attacked you. You feel queasy as several figures in flowing robes levitate past you along the road. Once they are gone you feel better again.

Zuvn Sal gains an Achievement gem
Shuffle World Event card 032 "A Psionic Attack" back into the World Event deck

123 Challengers

At the harbor you notice a group of burly gladiators pointing at you. They walk towards you with a drunken swagger: some of them local nhteegri, pattangan, or korallians, others igniasaurs or boryoni.

"Oi, you!" they yell. "You think you're pretty tough, don't you?"

They say they know all about your success in the Pit. "But the Pit is nothing compared to the Monster Arena we used to have here. And we grew up fighting those monsters, and won our freedom. You think you can take us? Huh?"

The boastful gladiators start pushing you, provoking you to fight them. The sailors, merchants, and townspeople form a circle around you, and start chanting praise for the gladiators.

Write "Challenged" in your Party Journal.
Each Hero who has "Entry Granted" in their Hero Journal:
[Str] [Dex] [Int] +0
Add 1 success to your total for each arena scenario you have a score written next to on your Party sheet)
If the total number of successes is 9 or more (3 Hero rolled), 17 or more (2 Heroes rolled), 24 or more (3 Heroes rolled), or 30 or more (4 Heroes rolled) » 587
Otherwise » 694

124 Butterflies into People

Each Hero who is not a butterfly: [Cha] [Int]
(7 - 3 + 1 for each Hero who is a butterfly)

Those of you who did not turn into ophurus concentrate their magical energies into transforming everyone else back into people. It is taxing work, and when the merchants and warlocks are turned back, they continue with the bickering over the magic spoon, having learned nothing from their experiences as butterflies.

Each Hero who was a butterfly gains [Cha]
Each Hero who was not a butterfly gains an Achievement gem

125 Enter the Guivren Temple

You do as you are bid and step into the Guivren Temple. An otherworldly wind blows, resisting your entry as if trying to protect whatever is inside. On the walls you see more pictures of guivrens and symbols of the nhteegri house Brynderlun. Was this temple once special to that ages-old family?

Inside is a simple stone room, clean of dust and debris, although the roof is partly collapsed. On the back is a guivren scale shrine with an urn made of guivren horn.

Before you can approach the shrine, a ghostly figure appears. She is a knight and holds a longsword and a guivren scale shield. The translucent woman looks at each of you in turn and then speaks:

"Halt, pilgrims! You must pass the test. Many long centuries ago I swore to my mother I would guard the Guivren Temple. To enter, you must best me in combat."

She raises her ghostly longsword and points it at you.

"May Heaven Almighty protect you."

[Str] [Wis] [Int] +2
(Add 1 success to your total for each [Wis] with the Jade Tendril.
Subtract 1 success from the total for each [Wis] with the Keepers of the Breach)
If the total number of successes is 13 or more (2 Heroes), 19 or more (3 Heroes), or 25 or more (4 Heroes) » 522
Otherwise » 184

126 Throw the Box Away

You go to Anglers' Pier at night and throw the box into the river. As it floats away it seems like strange glowing eyes start to follow it in the dark water.

Cross out "Mysterious Box" in your Party Journal.

127 Please, tell us more about demons!

He takes a long sip of mountain beer and starts his tale.

"Listen to my story to tell it. And tell the story to teach it. On the backside of Agemonia there is another world which some call The Breach. That is the true world and Agemonia but a moonlight shadow of it, a reflection in the lake. In the Breach dwell demons who have power and wisdom beyond our imaginations. They look upon us, the peoples of Agemonia, with friendly eyes and wish to help us. If we only let them. I have accepted their help and become a member of the Jade Tendril. It has made me both powerful and wise. If you do the same, a similar boon will befall you. You have listened to my story and now you can tell it to teach it."

You have learnt a lot, and soon retire to your bedrolls.

Each Hero gains 1 Achievement gem
Gain +1 Reputation with the Jade Tendril.

128 The Mutated Wood

The branches of the wisptrees and beeches have mutated into grabby tentacles. They reach out for you, entangling around your hands and feet, holding and strangling you.

Each Hero who chose this path: [Str] [Con] +2
(Any of these Heroes has an Axe: +2 to all)
Fail » Suffer 3 damage.

129 Fiendstalker Sigil

As you examine the Fiendstalker sigil, it starts to glow and the melodies of the Fiendstalker's songs echo in your minds.

The sigil folds open again and again, growing much larger than the book in which you found it. It assumes the shape of a leather bag fastened with a copper latch. You open it and discover a magical item made by a Fiendstalker runesmith from the jawbone of a benaethid. You remove the runic bone and the bag closes in on itself, becoming a sigil once again.

Gain a Runic bone token

130 Are You With the Shroud?

You tell the guard to open the door, since you are with the Shroud yourselves.

If you have [Cha] with the Shroud. » 599
Otherwise » 605

131 Bamboozled by the Illusionist

You leave the palace with the purse, happy that you made such good money so easily. Perhaps it is time to celebrate the Day of the Living?

As you reach Victory Park, its braziers lit and the people dancing, you notice the purse does not feel the same anymore. You open it and find it to be full of rocks!

The illusionist bamboozled you out of your money!

You try to return to his palace, but the guard does not let you in.

This was not at all in the spirit of the Day of the Living!

132 Her Old Employers

You introduce yourselves to her and find out her name is Zen'n, and she used to work as an engineer in the Amethyst Order airship route between Ambersate and Smiterton.

"Yes, indeed, I gave my head and heart to the Amethyst Order and thank them for giving me a job and meaning. Then I grew old and my eyes were not as keen anymore, and I was cast aside. Fortunately, I had some savings left, and did not have to beg in the streets, like many of my colleagues. Those foolish parasites should have been smarter when they had a job! We all get what we deserve."

You did not ask for her life story, but you got it anyway.

"Anyway, after the flood in Ambergate, I was forced to move here, even though we are far from the sea. Plenty of korallians stayed in Ambergate, of course, but nhteegri are easier to talk to. What was it that you asked?"

You take her with you to Cadfael Fortress, and introduce her to the Amethyst Order officials. They quickly surmise she knows how to damage the airship with smoke, forcing it to land somewhere else for repairs. She haggles for a good while before agreeing not to take this information to the Gromasks.

The official thanks you for bringing her to Cadfael Fortress, and promises the Amethyst Order will be grateful.

Each Hero gains 3
Write "Airship Knowledge" in your Party Journal.
Gain +1 Reputation with the Amethyst Order

133 Not So Sneaky

You follow the thieves for a while and you feel like you are doing fine. However, they are quick and take unexpected shortcuts, and at some point you realize you have lost sight of them. Perhaps they noticed you and went inside one of the shabby houses around you.

You return home

134 In The Midst of the Confusion

You find a glowing purple mushroom and direct your magical energies into it. It emits a cloud of spores which makes the warlocks and the assassin double over coughing. You place a damp cloth over your mouth and approach the assassin.

Even though he is coughing, he is still a four-armed Shroud assassin, so stealing the bow will not be easy.

Choose a Hero. That Hero: [7] [2] +2
(Blightcap token: +1, each Bogbane token you discard: -1)
Success » 680
Fail » 658

135 The Sunshine Legion Defeated

The ferocity with which you fall upon the Sunshine Legion catches them by surprise. Reptilian mounts throw their riders, jagged spears fail to find their targets, and the orders of Seladin Yanesh are lost in the noise of the battle. Your practiced teamwork wins the day and the legion scatters.

Each Hero suffers 1 damage.
Each Hero gains 3

136 The Wagon Fort is Saved

You keep fighting against the nearly invisible enemy. How many are there? How many have you hit? Impossible to tell

Then it gets quiet. Too quiet.

When no attack happens in the woods, you go out to investigate. You find several dead brigands, but no Rellton the Red. Perhaps he realized you were more than he bargained for

You return to the camp and tell everyone the happy news. That night wounds are bandaged and drinks drunk, and when you leave the next morning, you get a nice reward for saving the caravan.

Each Hero gains 4
Gain +1 Reputation with the Amethyst Order

137 The Ballad of Star Destro

You start singing the Ballad of Star Dastro, a folk song celebrating the liberation of Runedale by Dastro Gramask and the mutineers he led.

"Runedalians, they answered him,
who bore the gem and snake
Will you our battle-leader be
and free our town from yoke?
I will your battle-leader be
Star Dastro told them fast,
if you will swear allegiance
to the banner of Gramask."

People in the crowd join you, first privately, but then gaining strength from each other, and finally singing the last few words with great emphasis. You repeat it, this time with Sergeant Sagittarion and the other guards, and then a third time with such power that even some of the cosmographers join in.

Some people start throwing rocks at the cosmographers, who retreat. Sergeant Sagittarion orders the guards to step in and escort the cosmographers back to the Pinnacle where they will be safe

When the dust has settled and the crowd's energy has waned, the Sergeant approaches you. "On this day, under Heaven All-Seeing, I thank you," he says. "You have shown yourselves to be true friends to House Gramask."

Gain +1 Reputation with House Gramask.

138 Underdriven

There are dry leaves all around you on the roof. Making it look like an accident, you kick over a lantern that one of the cosmographers carried up here. It does not start a fire, but there is plenty of smoke, and it quickly engulfs the whole area for a moment.

Choose a Hero. That Hero: [7] [2] +2
(Aos Hunter, Assassin, Pyrokinetic: -1)
Success » 224
Fail » 421

139 A Surprise Visit to Skyrender

You approach Skyrender, its beam of light shining brightly even during the day. Hearing its beautiful melody fills you with hope

You descend the stairs into the vault where the stone heads await, their eyes glowing with the same hue as the pendant. You place a piece of runic quartz as an eye for one stone head, and hear its voice in your mind

"Keeper of the Breach! You have presented us with a tear of the aiun Leave the pendant here so that we may commune with it."

You do as the stone head says. It feels good and right.

Gain
Place a Progress sticker on slot 2 on Artifact card 08 "Aion Tear"

140 You Defeat the Shaman

The huge lizard tramples you, but as soon as you have killed the shaman, the beast disappears into thin air. You now have a dead, slightly burnt shaman to your camp

Gain a Bile token, a Blightcap token, a Snakeroot token, and a Voidbloom token
Each Hero spends 2 and gains

141 10 Slimes Collected

Nebulon: *"They're going mighty well, this unlikely band of misfits. They're challenging the top score in this event. Wherever did they come from?"*

Jangsem: *"All over Agemona by the looks of them."*

Nebulon: *"Here they go again!"*

142 A Poor Show

Many in the crowd boo. Several of them throw confetti made out of torn up betting slips in your direction. But there are also those who appreciate you tried your best and shout encouraging words, "Next time!" "Keep your chin up!" "It's a learning experience!"

The organizers seem happy, but then they were the ones running the book on the contest. They give you a very modest payment.

Each Hero gains 1

143 "Make me!"

The cosmographers are about to break down the door. You stand up fully armed, to stand between them and the cellar. The soldiers march in, and behind them, Celestor Rhaenna.

"Well, now," she says. "It is my unpleasant duty to, under Heaven All-Seeing, arrest all of you for blasphemy and superstition."

You tell her you have nothing to do with that and are just trying to eat your dinner in peace. She orders her soldiers to search you. You tell them they better not try.

Each Hero: [4] [2] +2
Fail » Suffer 3 damage.

After the soldiers have finished searching you, they examine the rest of the Dancing Ustrig, and eventually the cellar. Fortunately, the pagans have already vacated it. The Celestor leaves the place cursing under her breath.

Gain +1 Reputation with the Sable Crown.

144 Beat Them Up

A large boryot woman rams a drunken cosmographer with her antlers. The woman's antlers almost catch the assassin on her way out, but you punch the boryot and the cosmographer before they know what hit them.

A quothnan witch disappears into the shadows and then reappears on top of an indignant knight. They almost block the assassins exit route to the back door, so you kick them out of the way.

Someone throws a wine bottle into the ceiling and glass shards shatter above you.

[?] [?] [?] [?] +2
(Deceash, Jonal: +1)
If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 071
Otherwise » 342

145 The Monster Teleporter

You witness the guards and the wranglers move a caged hive mother next to the teleporter and then open the cage. The monster storms right through the teleporter and in a flash of magical runes it is gone!

"Greet the people of Mossport for us!" a guard says, and the others laugh

Next they get to work on a cage holding a benezinid, which is snapping at them with all four of its heads.

Then you notice something or someone moving in the shadowy corners of the room. That must be the saboteurs! They plan to stop the monster teleportation

Choose one:
A. Help the saboteurs. » 650
B. Stop the saboteurs. » 610

146 It's A Bit Awkward

After the battle, you notice the portal has closed and the demon officer has disappeared. Perhaps this was punishment enough for you?

Shuffle City Event card 051 "Prepare to be Punished" back into the City Event deck

147 Journey

You start your trek through the cursed forest. The vines and branches seem to move whenever you look away from them, always creeping closer towards you.

You remember the words of the priestess in your vision, "Only with the Chthonian Tablets have we been able to keep the Ratwood at bay."

These strange tablets seem to be the keys that will release you from this nightmare

148 Celestia Relents

Celestia starts to cry again.

"I know you're right, but what can I do? It is written in the stars."

"Nay, my love," says Jonai. "That is the past. The future is unwritten."

You each place a hand on Celestia's shoulders and bless her with the powers you have been given.

"I... I feel stronger," she says.

You tell her to trust her stars.

"I will. I'll stop using. And I'll set up shop in Copperton. I'll become a miller!"

Jonai reminds her she is of fisherfolk, but could perhaps become an apprentice to some skilled laborer. You write letters of recommendation to whatever contacts you can think of in Copperton.

She already looks better, her eyes less red. She wipes away her tears and embraces Jonai once again.

"Thank you, my love, and all of you. Heaven protect."

She waves as the caravan moves north. You feel proud for having helped her

Jonai gains an Achievement gem

149 Not So Psionic Now, Are You?

"Hey, he's trying to hypnotize her!" one of the pattangan beggar kids yells. They throw stones at Zaou'Sai, breaking his concentration. Things look like they might turn ugly.

If you have "Loved by Beggars" in your Party Journal, cross it out
Write "Hated by Beggars" in your Party Journal.

Choose one:

A. Stay a little longer → 065

B. Continue on your way.

150 Birdie saved

You can store Shanton's strange flying wagon in the Ravenous Guitven's barn. Birdie's wings are damaged and the mechanism could use some work, but someone might still pay good money for it.

You know enough about commerce to understand that the more you know people, the better the price you can get for Birdie. But on the other hand, storing it also costs money.

Cross out "Birdie Saved" in your Party Journal.

Choose one:

A. Store Birdie. → Write "Birdie Stored" in your Party Journal.

B. Sell Birdie Now → Gain 10

151 Up in Smoke

Realizing he is caught, the demon worshiper pulls a feather from his robes, speaks an incantation, and turns into smoke

The smoke escapes through a library window and your culprit is gone

152 The Chirelids Defeated

Each Hero suffers 1 damage.

You breath their scales and suck away their ogur power, which is enough to make the strange worms slither away through the aether, making a strange glassy sound as they retreat.

The demon worshiper is still alive and you manage to heal his wounds.

"In Grazzak's name, I thank you," he says. "I tried to harvest these ogur crystals, but the task proved too difficult, even for someone like me."

You leave the Breach with the witch who then dismantles his portal.

Gain +1 Reputation with the Jade Tendril.
Each Hero gains an Achievement gem

153 Celestor Rhaenna Examines the Robes

You repeat the vow of the cosmographers at the Pinnacle and pay a cosmographer five stars to be taken in to see Celestor Rhaenna.

"High Celestor Aurora Brymdelion's robes, yes, I remember those," she says. "For a while she ruled our order with wisdom and honor, but she failed to understand the larger machinations at work in the capital. I would not say rival noble families killed and replaced her, but she might still be here to guide us if she had taken their considerations more seriously, be they based on reason and science or not. But as you are true and tested friends of the Cosmographers, I believe you can wear it proudly."

She teaches you how to arrange the pearl constellations on the back to properly reflect the night sky. The pearls light up, one constellation at a time, and radiate with the power of cosmographic knowledge. You realize the garment truly carries the wisdom and strength of will of a High Celestor.

Place a Progress sticker on the slot on Artifact card 07 "High Celestor's Robes". Remove that Artifact card from the game and gain Item card 148 "High Celestor's Robes"

154 Star Marion Defeated

Star Marion may be an experienced Benemite knight, but you are not to be trifled with, either. You manage to defeat her and her soldiers.

They begin to retreat and you try to cut off their escape, but that is when the city guards intervene. You better leave the scene.

"I'll get you yet, Star Lunara," yells Star Marion. But she will need plenty of healing before that.

Lunara gains an Achievement gem
Each Hero suffers 1 damage.

155 Deliver Filth to the Jade Tendril

"Come here, little demon..."

You grab the escaped experiment, or whatever it is, by the neck.

"No, please, gentlefolk! You're hurting Filth! Please let Filth go!"

But you do not let it go. Instead, you deliver it to the Jade Tendril who direct you to one of their secret ritual chambers.

"This lumin holds the true name of a major demon, and we cannot have it go free," a dark celebrant informs you. "But we will torture the name out of it!"

"No, please, don't torture Filth!" the lumin cries desperately. "Filth will tell you the name!" It blurts out some sounds which may well be a demonic name.

"Aye, well," the dark celebrants says. "I guess we'll torture it just for fun, then."

Gain +1 Reputation with the Jade Tendril
Write "True Name Xacuhgnugar" in your Party Journal.

156 Travels in Benem, Part III

TRAVELS IN BENEM, PART III

as narrated by cosmographer Rhaedon in the 62nd year of the Republic

They say a korallian shield was lost when Skyfford Keep was destroyed. It is supposed to be perfect for blocking arrows and the like. I tried to discover it by hopping on the flying stones of the Skyfford Ruins.

It was of no avail, but I did notice one should always lean forward when landing on a stone, as this helps one keep their balance. Attached to one of the unreachable stones was a magnetic sigil. According to my studies, having two such sigils is key to entering what remains of the keep itself, but I could neither reach this one, nor find its sister.

Write "Jeasp the Floating Stones" in your Party Journal.

157 Reilton is saved

You escape the cavern with Reilton, Disciple of the Circle.

"Please, don't tell the warlocks I tried playing that dangerous game! I will never make that mistake again! I will burn my gaming books and bury my dice! I'll pay you not to tell anyone!"

Each Hero gains 3

158 "This is the Wrong Boriot."

You try to explain to the assassins that this is actually an identical twin of the person they are looking for.

One Hero 6 +2 (Drenosh, Jonai: +1)
Success → 658
Fail → 724

159 Priestesses in All the Wrong Places

You just need to find a priestess of Lanimora to tell you how to activate the figurine. Too bad the pagan religion has been outlawed for centuries. You know that many of the Sable Crown worship the goddesses, so perhaps they could be of some assistance?

You find a suspected brigand in the Ravenous Guitven and she agrees to help you if you donate some money to feed the hungry. You pay her three stars.

The brigand tells you to seek out Old Mehbet in the Northgate District and instructs you to bring her herbs as gifts.

Place a Progress sticker on slot 2 on Artifact card 10 "Figurine of Lanimora"

160 A Helmet Hint

Someone has scratched a picture of a mushroom inside the helmet. But why?

161 Vespirs Attacking

Overhead, you hear the hungry cries of the vespers which have been eagerly following the outcome of your battle. More vespers land on the trees, and even more circle in the sky, attracted by the gluttonous screams of their comrades. As the competition intensifies, they also start to get more aggressive towards you. They drop to the ground, lunging at you every time you get too close. Some even dare to enter the benzethid's cave.

Stop the timer
Reveal Story card ●

162 Jejak's Departure

Jejak follows you out of the mansion as you leave. He breathes in the night air enthusiastically.

"They kept me imprisoned there for months," he says. "But you helped me. Again. I have seen into your very souls, and I believe your hearts are noble and your livers truthful."

He tells you his family lives in Waneford and they must be worried out of their minds with him gone. You explain that the Pennarks have overstolen Runedaise and he might find it difficult to leave.

"I'll find a way," he says. "But I hope to run into you again one day."

With that, he makes the patangan four-handed greeting, bows, and disappears into the darkness.

Write "Jejak's Return" in your Party Journal.

163 The Dance of the Crystals

You look at the mesmerizing movement of the beautiful crystals and try to learn their dance. And you do. But will they lead the dance, or you? You sense you are becoming one with the crystals.

Each Hero 7 +2
Success » Gain an Inspiration gem
Fail » 5
» 815

164 A Plea From the Council of the Dead

You drive the birds away, but they keep circling the quothian wanderer. She looks at you, her eyes wild.

"The Council of the Dead is in disarray!" she speaks. "One of the foremothers has gone missing. Heartwood cannot survive without their wisdom."

Then she turns, as if to speak to some unseen companion. "Yes, yes, I'm coming to that."

Venta feels the skull of her grandmother concentrating hard on something.

The quothian looks at you again, her eyes more focused now. "Please we don't have much time. You must take the skull away, and never return it to Heartwood. I have discovered the terrible truth about the Council of the Dead. They are demons! All of them! The foremothers are demons!"

Then she faints and the birds drive you away.

Venta gains an Achievement gem
Each Hero suffers 1 damage.

165 Sneak Closer

You hear shouting from the direction of the shipwreck. They are far too focused on their situation to notice you. Some of the raised voices are blaming each other for the crash, but you also hear shouts for help and can see several people tied up and lying on the ground.

While the sound of the shouting is engaging your ears, the sight of the spillage is engaging your eyes. Maybe it is valuable? And they have just left it lying around.

Choose one:

A: Approach the shipwreck. » 718

B: Leave them to sort things out for themselves and examine the crimson spillage instead. » 405

C: Continue on your way, this is not your problem.

166 Rotting in Jail

You spend a whole day in your cell. Then another. On the third, you demand the gaoler tell you when your hearing will be.

"It'll be when the Gramasks decide to have it. Until then, shut your mouths and wait."

But you cannot wait amidst all the filth and the vermin. You are constantly hungry, your clothes are dirty, and the smell is indescribable. Sometimes you wake up in the middle of the night to the insane laughter of one of your fellow inmates.

The next day, you demand to see Sergeant Sagittarion, but the gaoler just laughs at you.

When he has gone, someone whistles at you from around the corner. Another prisoner.

"Hey," he croaks, "haven't you figured it out yet? This is as sweet as the honey wine is going to get. Those totem-breaking child-eaters are never going to let us out. You've seen the Tower of Justice, right? It's a burnt ruin, a perfect picture of justice in this town. I've been here years waiting for my sentence, but haven't seen no Bo Gramask around. Anyway, bright day to you and your spirits."

That is bad news indeed.

After a week you are accustomed to the dark, and to wasting your life away in this prison. Even the smell does not bother you anymore, and you have named the lizards that nibble at your clothes.

Then you see Sergeant Sagittarion bring in new prisoners and the gaoler unlocks your door.

"You, get out! We need this cell for real criminals. Let's go!"

The guards push you up the stairs and into the bright light of the day. Your eyes hurt and your throats are dry. You are so weak, even walking is difficult. But you are free!

Each Hero gains an Injury card, and may not spend during this City step.

167 Second Raid

More veiled gangsters enter the warehouse from the dark of the night.

"You're not like the usual bunch of fanatics guarding this place," one of them yells at you. "But now you will die for these stolen goods!"

168 Jejak's Gratitude

Outside Lord Wollyen's palace, Jejak has been waiting for you.

He spreads his arms wide and bows.

"You saved my life. I am forever in your debt. I dedicate my head, my hands, my heart, and my liver to save your lives when you most need me. This I swear on my totem."

He bows again solemnly, wishes you and your spirits a bright day, and leaves.

169 Lunara Is Found Out!

"Nay, I'm sure of it," the celestor says. "You are Star Lunara."

Lunara still tries to deny her identity.

"Fortunately for you, I am not too fond of my cousin Star Marion," the celestor says. "But as a cosmographer, I have a duty to the truth. The cost of covering the truth cannot be measured in stars."

So that is what this is about!

Spend 5 . If you do not have enough , you must sell items until you have.
» 321

170 "Time To Fly!"

You turn tail and make a run for it, but the floating disk is difficult to lose, and the sorcerer manages to summon a flying demon to help him chase you. Fortunately, creatures of aox cannot survive long in Agemonia without blood crystals.

Each Hero 2
Fail » Suffer 2 damage.
Gain -1 Reputation with the Keepers of the Breach.

171 Demon Skull

As you touch it, the demon skull fades away to reveal a venomous spider which bites you!

If you are playing the Hero Terras » No effect.
Otherwise » *It stings and bleeds, and it won't stop! There must be an antidote somewhere in the mansion.*
Gain
You may only discard this condition if you are given the antidote or at the end of the scenario.

172 Pets and Curses

Pets, like most animals, naturally avoid cursed items. Some animal trainers have discovered they can be trained to oppose their instincts and withstand the presence of aox and other harmful magic. I even saw a pet who was taught to carry a cup that was afflicted with a curse.

Write "Pets Avoid Curses" in your Party Journal.

173 Idle Talk

During your dealings with the Sable Crown you have heard many tidbits of information, not all of them immediately understandable, but one of which you now recall. There is somewhere in Mossport where there is a system that is useful for getting around unseen. You have heard some hints as to how to operate it.

Write "Mossport Travel" in your Party Journal.

174 Tests Completed

The portal grows even bigger and you see the silhouettes of several demons on the other side. No, not all are demons, one of them is half nikteagri and radiates powerful magic that is different to the demons.

"Heaven protect," he sneers. "You made it further than I thought. Old Shantor chose her apprentices well, even if she was short-sighted in many other fields. That's what eventually got her killed. That, and I."

You now realize this vile hybrid is the former Keeper of the Breach who murdered your mentor, Shantor Three-Birds. He is the man of whom you have been warned! He is Amon Pennarin!

If you have the Item card "Orb of Aox" or you have "Initiated Child" in your Party Journal » 545
Otherwise » 711

175 Fiends Unstalked

The vespirs attack the fiendstalkers as you approach the nest. You sneak in from behind to try to force the monsters into abandoning their home, but the monsters turn on you, instead, clearly not cowed.

The apprentice fiendstalkers rush in to grab the eggs, but one of them is brutally torn to pieces by a furious vespir

The mercenary calls off the attack and you retreat back into the keep. the ferocious vespirs on your tail.

The stalkers have become the stalked!

When you reach the castle, the mercenary berates you for your tactics and the warlock mutters some curses under his breath. You visit the bazaar for supplies, but the guards in the area of the market restricted to fiendstalkers glare at you, and you decide it is better if you leave the castle immediately.

Each Hero
Leave the Castle 620

176 The Forging of Voidrender

You now have Voidrender's hilt and blade. Forging them together will be no easy task, so you take them to master smith Aurora Kirane at the Agard Anvil. She takes a long look, but is hesitant to even touch the blade.

"This sword was made by no smith on Agemonia," she says with bated breath. "Indeed, it was forged with a fire like none I have seen. It must have incredible power. There is even a place for a gem here in the pommel. But perhaps I can try."

She feeds her forge coal, but it is not hot enough. She summons agurians to work the bellows, but still the stem of the crystalline blade fails to heat properly. In the end she asks an ignisaur pyromancer to help, and you even have to give up some of your magical energy. Finally the magical fire produces enough heat to reforge Voidrender.

Each Hero

Once the sword has cooled, Aurora Kirane hands it to you.

You lift up Voidrender and immediately feel its magical strength fuse with yours!

Cross out "Voidrender Hilt" and "Voidrender Blade" in your Party Journal.
Gain Item card 078 "Voidrender"

177 I'm glad you asked...

You tell her a convincing story about how you attached a group of demon worshiping grave robbers and, realizing the item's potential for misuse, immediately brought it to the cosmographers.

She congratulates you on your wisdom and rewards you handsomely.

Each Hero gains 10
Gain +1 Reputation with the Cosmographers

178 Dark Celebrant

As you cross the river, you feel the cold touch of ice. The bridge is suddenly covered in crimson mist and you hear a sound. "I am the Dark Bishop, and I am much impressed by you. Like me, you seek power unlimited. Forget aiun and the Keepers of the Breach. Embrace aox and learn to rule over all demons."

When the mist clears, you notice you are all wearing aox amulets.

Each Hero gains an Aox Amulet token

179 Essylit the Unerring Defeated

Essylit the Unerring is certainly no fool, but maybe she [illegible] on this occasion. The forces of the Amethyst Order have proved too much for her. She keeps herself alive by draining the final power from the runic diamond she placed in the handle of her crook at the start of the battle and departs the battlefield.

180 Die Insect!

The redskulls are too much for you.

"You insects dare defy me? I am Bailiff Jarthect!"

You are already defeated, but the Bailiff stays a while just to make you hurt.

Each Hero gains an Injury card.
Shuffle World Event card 009 "Bailiff Jarthect" back into the World Event deck

181 Magnetic Magicanism Mayhem

A bolt of lightning from the magicanism strikes at a nearby pillar which collapses in a prolonged series of screeches and rumbles. The magicanism then continues its hum largely the same as before your attempt.

You have no choice but to try to pull your metal items away by force.

[illegible] 721

182 The Massport Monolith

A catapulted stone hits the wall and then... nothing. Dust clouds settle and a foreboding silence fills the air. The war machines have stopped bombarding the city.

Everything is proceeding according to Amon Pennark's plan. Doom knights, redskulls, and monsters battle the city watch in every district of Massport.

You can already feel the taste of victory when Prince Walton Varel's last reinforcements arrive in the city center. The city watch is accompanied by warlocks of the Council of Eight and horallian Shiver officers.

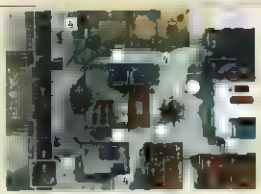
If you manage to defeat them, with the stone head destroyed, Massport will fall and all of Agemonia will be yours for the taking. As you take up your positions, a Pennark war cleric heals your wounds.

Reset the timer.
Remove all Allies, Pets, and Enemies from the Scenario map.
Each Hero removes Wounded status, discards all their Condition and Injury cards, all (including all stamina locked on Action tokens), and all.
If Citizen card 5 is not in your Resolved pile, remove 2 random Citizen cards from your Resolved pile.

Gain a reward for each Citizen card in your Resolved pile:

Citizen card 1	Each Hero may take a Rune Item card from the Stock and attach it to a valid Item card.
Citizen card 2	One Hero may gain a Scroll Item card from the Stock.
Citizen card 3	Spawn one fewer Shiver captains (see below).
Citizen card 4	Each Hero gains an Achievement gem.
Citizen card 5	Each Hero gains an Inspiration gem.
Citizen card 6	Gain Item card 050 "Cube of Annihilation"
Citizen card 7	Each Hero gains a Blood Crystal token.
Citizen card 8	Each Hero may gain a Potion or Poison Item card from the Stock.

Remove all Citizen cards from play (including any still in the Story deck).



Reveal card 9
Spawn a Massport Watchman for each [illegible] on the map.
Spawn a Circle Warlock for each on the map.
Spawn a Shiver Captain for each on the map. If Citizen card 5 is in the Defeated Citizen's pile, choose one of these Shiver Captains and remove it.
Reveal 1 "Vespir"
Spawn 3 Vespir Allies in the area containing [illegible] and another 5 in the area containing "F" on the Scenario map. If you have "Secret Passage" in your Party Journal, you may place up to 2 of these Vespir Allies in [illegible].

As you reach the Massport Monolith, it radiates with a strange melancholic energy. You take a closer look and realize the face carved into the top is slowly moving. The obelisk spreads out its hands and you realize it is an agurian or at least, part agurian.

"May you be remembered, you who could have been Keepers of the Breach," the obelisk speaks. "The legacy of the Keepers and the fate of Agemonia are tied to this stone. You have found the beacons and done your utmost to corrupt them. But you will not have this stone and aox will not engulf Agemonia."

You will prove the monolith wrong.

You must now bring an end to aiun's rule on Agemonia once and for all. Corrupt the Massport Monolith. The fate of Agemonia lies in your hands!

At the start of next round, reveal Story card and place it side up.

183 Journey

As you walk towards Skyrender Tower your thoughts turn to your one-time mentor Shantor Three-Birds. The ignisaur Keeper of the Breach used her last breath to tell you light the beacon inside the tower. She never had the chance to share her wisdom with you and the secrets of the Keepers may be lost forever. If you want to protect Agemonia from the demons of the Breach, this is what it takes. Of course, even if you do not, having access to the beacons of Agemonia would give you great power.

184 Yellow Hexagonal Star

"MULTIPLY" the voice booms out.

The scroll reads, "Grows in the light of a matching moon."

185 A "Proud" Victory

You trained users of weapons, both martial and magical, defeat the poorly armed homeless beggars and drug addicts. Your opponents lay on the wet stones of the dock, in pain and in withdrawal as their combat herbs start to wear off.

You tell them that this should serve as a reminder to not attack people better than them.

As a small punishment, you confiscate any herbs they have not yet ingested.

Gain a Blightcap token, a Togsbane token and a Wormweed token.

186 The Magnetic Sigil

You manage to reach the floating stone that holds the magical Sigil. The magnetic rock holds in its embrace nails, forks, a kettle, a door handle and, yes, the wrought iron Sigil of Aqur.

You manage to detach the Sigil from the stone, and slowly climb down with it.

Write "Floating Stones" in your Party Journal.

Choose one:

A: Glass Corridor and Overgrown Rooms - in your Party Journal. » Unlock the door » 655

B: Leave the ruins. » 347

187 A Bad Trip

You do not manage to recreate the trip and feel quite unwell after eating the strangely tasting dream egg. Even if you wanted to try again, you cannot currently find another fermented dream egg to buy.

The Hero who went on the journey loses 2 stamina.

You may not attempt this puzzle again until the next City step.

188 The Knight of the Guidern Bests You

Even though you are your magic and cunning, fighting a spirit is too much for you. The spectral knight defeats you in battle and you lose consciousness.

You wake up outside the temple, its entrance now closed to you. You hear the voice of Mazursh inside your head. "The stars were not right..."

Perhaps one day, other champions of Mazursh will manage to break the curse of exile. Or perhaps it will forever remain unbroken.

Each Hero -2 and -3.

189 Search the Boat

The [illegible] manages to [illegible] the water, and [illegible] previously help herself. Inside you find no food, and see that one of the stabbed nilteegrin is still alive. You help the white-whiskered man up, and notice that underneath his shabby robes are expensive clothes, and find a purse.

"I am a Warlock of the Second Circle," the old man whispers. "Please take me to the Tower of the White Circle."

He is a member of the Council of Eight, and there would probably be a handsome reward in helping him. On the other hand, it might be wise not to get too involved in a feud between warlocks and bandits.

Choose one:

A: Steal his purse and ring, and run away before the swimmer manages to return to the boat. » 636

B: Bind his wounds and help him to the Tower of the White Circle. » 981

C: Leave the wounded warlock alone and escape into the night. » 109

190 The Cost

"An excellent," says the returning traveller. "Here I've made a selection of snacks appropriate for each of you. But maybe you would like something else, too?"

Choose one:

A: Ask for help with the runic language. » 542

B: Ask for a potion. » 680

191 Convincing

"Thank [illegible], we present you with the Orb of Aor. May it grant us all power and wisdom."

It surely will, you tell them, and look at them expectantly.

"Oh and this is a little personal gift from us. Please think favorably of us in the future."

You say you will consider it and leave Warehouse 17 before they realize their mistake.

Gain Item card 142 "Orb of Aor."

Gain a Blood Crystal token.

192 Facing the Airship Cultists

You storm the nefarious cultists that you encountered [illegible] in its homes, people are being held captive. The cultists call upon demonic powers to stop you. The children start crying as their mother uses their last to shield them from the battle.

Each Hero -2 and -2.

If at least 2 (2 or 3 Heroes) or 3 (4 Heroes) succeed both checks » 533

Otherwise » 340

193 The Sacred Flame Defeated

Despite the magical protection, you manage to [illegible] the amulet. The [illegible] offers to put out the fires and you agree, the caretaker should pay for damages. The rest of the possessions you keep as payment for the damages caused to you.

Gain Item card 034 "Loaiwa's Leap Elixir" a Blood Crystal token and 5 coins.

You still have the sex purse, and now it is as good a time as any to investigate it.

» 417

194 Helping is its Own Reward

You refuse any payment, which makes the old man very happy. She offers you more wine and cakes, and sings an old nilteegrin song with her frail voice.

Each Hero gains 1 Achievement gem.

195 Letter of Recommendation

You helped Aurora Karine's brother, Aries, in some [illegible], and he gave you any letter of recommendation. Aurora Karine reads it, and thanks you for the help you gave her brother.

"Truly the stars shone upon my brother the day he met you. Heaven protect, and welcome to Raimedae! Please visit my workshop anytime you feel like it. We have been making the best weapons and armor in all of Benem for generations. I will give you a special discount for helping Aries."

Cross out "Letter of Recommendation" in your Party Journal. Write "Agura Anvil Discount: 1" in your Party Journal. Reduce the cost of each item at an Agura Anvil service by 1 until you reach level 2.

196 Agree to Fight Graznak

They are non-demons, but maybe Graznak is the [illegible] of the two. You agree to stop fighting Makma-Galeerd and turn on Graznak. You have no sooner uttered your agreement than the pedestals flare with fire and spread, [illegible] throughout the dungeon. As your eyes get used to the dark once again you see the unmistakable [illegible] of Graznak standing before you. He looks angry.

Fools have Graznak's trust now betrayed
Now they should be very afraid
For they will feel my demon blade

Remove Makma-Galeerd and any Cultists that are Enemies from play.

Reveal card 42.

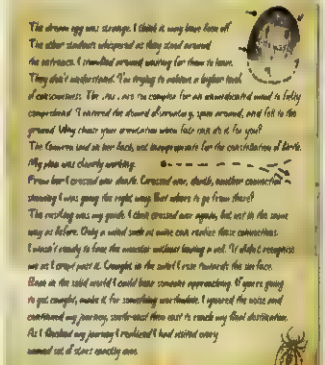
Spawn Graznak in the same area that Makma-Galeerd was in. Reduce his health by 5.

You have now chosen option B (against Graznak). You may still not use any A story points.

Place a X token on the "Graznak Healing" rule in the additional scenario rules. Ignore this rule.

197 The Star Map Puzzle

Rudo gives you a stained piece of parchment with what appears to be the scrawlings of a madman written on it. They tell of an enjoined journey among the stars. Rudo would like to know the route taken.


The dream egg was strange. I think it may have been off
The other students whispered as they stood around
the entrance. I trembled around waiting for them to leave.
They don't understand. You trying to cultivate a higher level
of consciousness. The [illegible] are complex for an [illegible] mind to fully
comprehend. I entered the shared dreamscape, spun around, and fell to the
ground. Why chose your [illegible] when [illegible] can do it for you?
The Cavern took us her back, and [illegible] for the consolidation of Earth.
My plan was clearly working.
From here I crossed one shade. Crossed one, death, another connection
stunning I was going the right way. That others to go from there?
The reading was my guide. I then crossed over again, but not in the same
way as before. Only a veiled sneak at some dark restless [illegible] connections.
I wasn't ready to face the monster without leaving a end. It didn't recognize
me as I crept past it. Caught, as the veiled I rose [illegible] the surface.
Back to the veiled world I could hear someone approaching. If you're going
to get caught, make it for something worthwhile. I ignored the voice and
continued my journey, south-east then east to reach my final destination.
As I finished my journey I realized I had visited every
named set of stars exactly once.

Ruda thinks the dream egg must have been fermented as they are [illegible] cause strange side effects. It is difficult to find fermented dream eggs as they are not popular, but eventually you find someone willing to sell you one.

If you want to try to solve this puzzle, spend 5 Stars and choose one Hero to eat the fermented dream egg as they try follow the route taken. That Hero chooses the option below that shows three constellations in the order you visited them while trying to recreate the journey.

Choose one:

A: Death, Magic, Justice. » 429

B: Faith, Dream, Truth. » 817

C: Magic, Faith, Love. » 776

D: Justice, Truth, Sea. » 187

198 Agura Crystal

Pieces of the giant mushroom bounce around the area, blocking your way, however, you do find a glowing piece of agura crystal in the middle of the chunks of mushroom.

Gain:
Gain an Agura Crystal token

199 Silma's Reward

You take the Copper Chalice to the Temple of the Fifth Eye and are greeted by acolytes, priests, and worshipers, who sing hymns in your praise

They take you to the artifact exhibits where there is an empty pedestal reserved for the chalice. High Priestess Silma meets you there

"The ancients were with you!" she exclaims. At her behest, an acolyte takes the chalice, cleans it, and places it in its proper place

"You have shown yourselves to be true friends of the Cult," Silma says. "You will be rewarded in the afterlife, but allow me to also reward you in this one!"

Gain item card 048 "Scroll of Resurrection"
Gain +1 Reputation with the Cult of the Fifth Eye.

200 Friend of the People

You take a good look and realize the Sable Crown rebel is nothing more than a young peasant girl.

"Please!" she says, clearly afraid of the guards. "I'm no robber. We work to give a voice to the silent and food for the hungry."

You put a robe on her, and pretend she is one of your group. The city guards run around the corner and see you.

"Have you seen the criminal?" asks Sergeant Sagittarion, who seems to be on night duty.

You tell him you did see her running over the roofs toward the Northgate District. He nods, and orders the soldiers to make haste in that direction. Once they are gone, the girl looks at you, the light of the stars reflected in her amber eyes.

"On this day the stars shone upon me for having met such gallant heroes, and true friends of the people. Thank you, gentlefolk!"

She curtsies and quickly disappears into the night.

Gain +1 Reputation with the Sable Crown.

201 Follower of the Circle

You are taken to the Tower of the White Circle to meet Szulen'n, Warlock of the Second Circle. "May you work hard," he greets you. "We have been impressed by your efforts to restore the Council of Eight to its historical position of power, currently overtaken by the simple-minded peddlers of the Amethyst Order. Remember: hard work and genius shall always be justly rewarded."

Each Hero gains one Magic or Nature Essence token

202 Freeing the Psionic Thralls

You grab one of the thralls.

"Must... obey... the Creator," he says.

You look into his empty eyes and focus hard, trying to reach his mind while you feel someone prodding powerfully into yours.

Choose a Hero. That Hero: 7 +2 (Drenosh, Jonai: +2)
Success » 566
Fail » 090

203 Snitch on Vaselon

The gangsters follow you to Vaselon's cellar and kick the door in.

"We told you this is our territory. We control all the gambling here!"

They grab all the money they can find, and Vaselon barely manages to escape with his head and tail intact. Only his colorful hat remains behind.

Each Hero gains 2
Write "Snitch" in your Party Journal.

204 The Puzzlebox of Xi-Sai

You now understand what you must do.

You hold the puzzle box in your hands and use the telepathic combination you figured out earlier. A portal opens in front of you. It is like a hole in reality, a doorway leading into the nightmarish realm of the Breach!

You feel slightly nauseous as you find yourself in the ruined house you have seen in your visions. It is like the house of a giant, and you a mere gric or cestria crawling on the floor. Inside the house there is a huge stone table and on that, the puzzle box, only a thousand times bigger.

You enter the puzzle box.

Inside is a small hallway from which three paths diverge. You must find your way to the center. One path is blocked by heavy bones, the other full of traps and pitfalls, and the third a mysterious labyrinth where it is easy to get lost.

The Hero who spent the
7 +2 (Drenosh, Jonai: +2)
Success » 426 483
Fail » 840

205 A Humiliating End

The pattangan kids manage to beat you up, badly. Even while you are lying on the ground, they keep kicking you while the old woman cuts your purses.

Discard all of your party's Inzalumon 10
Each Hero gains an Injury card.

206 Beaten by the Shroud

The assassins keep you on the defensive long enough for one of them to kill the pirate. Then a whistle is blown and all the veiled killers disappear into the crowd.

Each Hero

207 "Not If You Can't Catch Us!"

You pretend to be astonished because an airship [illegible] Sergeant Sagittarion turns around, and that is when you sprint in the other direction.

Each Hero 3 +2
All succeed » Write "Wanted" in your Party Journal.
One or more fail » 911

208 The Case of the Bewitched Hand

Phaedra kept a mummified hand as a pet or familiar
- the hand, naked, moved of its own will
- [illegible]
- [illegible]
- he is, indeed, missing one hand
- [illegible]
- just the previous day he had betrayed her by talking of her to Golaea Shamus
- Golaea suspects the hand strangled him

[illegible]

209 The Secret Police

As you try to force yourselves to move, you see four huge starfish shells floating your way. On each shell sits a horallian in black robes. One of them is clearly the leader with a turquoise crest on her robe.

"It's the Shiver," explains Zuva'sat. "Sinkerton's psionic secret police. That's Shan'n, one of their top agents."

"May you work hard," greets Shan'n, hovering in front of you on her shell. "Zuva'sat, left in a hurry, did you not? The Creator would like to have a few words with you. And he would like to have the Conch of Behord back, too."

"Yes, I'm sure he would," Zuva'sat says. "I don't have it here, but I'll be sure to contact him."

"Do not lie to us, we can see into your mind. You are a traitor and a parasite lover. You have failed to protect property, you have denied our most sacred and undeniable truths, and you have rebelled against the Creators who give us jobs and meaning. You and your companions will be searched and punished."

The starfish shells descend to the ground and Shan'n sends her Shivertroops to search you. Meanwhile, you continue to struggle free from the psionic restraints.

Each Hero: 7 +2
Any succeed » 762
All fail » 816

210 Maddark Tower

You manage to linger near the throne room long enough to slip into the shadowy corridor that leads to the stairs and up the tower. As you ascend the stairs, the smell of axx grows stronger. In a window you notice a hoist mechanism for moving something very heavy up into the tower and back.

When two Amethyst Order officials descend the stairs, you need to hide, quickly!

If the total number of successes is 8 or more (2 Heroes), 15 or more (3 Heroes), or 17 or more (4 Heroes) » 361
Otherwise » 076

211 Give the Puzzle Box Away

You take the puzzle box and approach the xi-naqs. It brims with mystical energies and is covered with strange patterns and adornments, which perhaps hide a clue to opening it. You place the puzzle box on the floor and tell them to leave Riabo alone

One of the trio lets go of the others, eyes you suspiciously, and picks it up. It examines the puzzle box, and when it is satisfied, seems to send the other two a telepathic message, as they release the shopkeeper. Riabo falls to the floor and looks in bad shape

"Alun-zhoo bless you," says the first of the three, as they walk through the portal and disappear.

Riabo lies on the floor gasping. "Water" it barks.

You offer Riabo a cup of water but it does not drink it. It pours it on its head. "That's better," it says.

"The puzzle box does not belong to them," it says. "Nor to Riabo. Perhaps not to anyone, although Riabo had thought you could perhaps make use of it. Since Riabo left the Song of the Xi-Nog, others have treated it with little compassion. As you saw."

After asking several times if Riabo will be alright, you leave the Repository.

Remove Artifact card 05 "Puzzle Box of Xi-Sai" and Item card 147 "Puzzle Box of Xi-Sai" from the game.

212 Attack the Scrupod

You hit the creature with everything you have, but its multiple auras make your attacks impotent. Then it burns you to a crisp. The pain is horrible. No, you wake up and realize it was some sort of aggressive psionic vision.

Choose a Hero at random. That Hero gains an Injury card.
» 637

213 Fire Against the Mancoons

"Help! By the stars, help!"

You tell the young man to calm down as you start to make a fire. Some of the mancoons look at you curiously while others gnaw at the suffering cosmographer. Will you be able to help him in time?

Torch or Drenosh in your party » 696
Otherwise » 748

214 Tell the Tale

You approach the Church of the Fifth Eye in the Exalted Bank, and find the priests who witnessed the murder scene.

You tell them the murderer was an agurian assassin of the Shroud who can be found at the Pit.

"On this day the stars shone upon us," they say. "Well done!" They give you a small reward, and promise to remember this favor in the future. They also give you a small token which you can take to Sergeant Sagittarron to get your deposit back.

Each Hero gains 2
Gain the set-aside items back.
Gain +1 Reputation with the Cult of the Fifth Eye.

215 Journey

You travel west through Throyle Province toward the Reflection Range. You will once again travel past the strange spectacle of Skyfford Ruins before turning south through the mountains which are full of abandoned moonsilver mines, now home to criminals, cultists, and monsters. Lawless territory which is the perfect place for the Shroud to hide.

216 Star Marion's Revenge

Star Marion is an experienced Benemite knight and not to be trifled with. Her and her soldiers give you a fierce beating before you find a chance to escape.

Each Hero suffers 3 damage.
Lunara gains an Injury card.

217 The Markets of Ryther Point

The town looks very different from other Benemite cities. The guards bear no noble coat of arms, there are no serfs or slaves, and the old goddesses are openly worshiped. There is even a newly opened temple for them near the Monster Arena.

You also notice that, unlike many towns, this one is fairly new and still being built. There are construction yards all around.

But you are mostly interested in the shops, so you head to the harbor. Merchant ships all the way from Krwesol and Copperton import wares that are unheard of elsewhere in Benem. While at the harbor, you overhear a warlock speaking with one of the guards about Fort Pennark, which sits in the sea not far from Ryther Point.

"Aye," the warlock says, "their teleporter is working again. They intend to move monsters from Fort Pennark directly to Mossport as part of their nefarious plan. Someone should put a stop to it!"

When the warlock notices you listening, she quickly shuts her mouth, and leaves. The guard eyes you suspiciously, but you merely browse the wares. Arrows, potions, and runes, all in small boxes with fancy labels, some sporting Megalan or horallan writing. Even the merchants themselves are a mix of ignusaurs, horallians, panangans, quothians, and nibtegyri.

If you have with the Sable Crown, each item costs 1 less.
Only Heroes who have "Entry Granted" in their Hero Journal may buy items. You may not sell items here.

3 • 061 Corrosive Arrow
5 • 062 Flame Arrow
4 • 063 Frost Arrow
5 • 031 Potion of Stamina
6 • 032 Potion of Healing
6 • 033 Fleetfoot Elixir
7 • 043 Scroll of Stamina
9 • 044 Scroll of Healing
15 • 048 Scroll of Resurrection
5 • 054 Rune of the Snake
5 • 057 Rune of the Tree
4 • 051 Prismatic Jewel
9 • 049 Cube of Teleportation
13 • 050 Cube of Annihilation

If "Challenged" is not in your Party Journal and you have a score written next to 2 or more arena mercenaries on your Party sheet » 123
Otherwise, if "Felim Howell Rescued" is in your Party Journal » 639

218 The Child Must Be Initiated

Clearly, the child has progressed far on the path of demon worship. But she does not know all that you know has not met a large demon, nor has she heard the beliefs of the Keepers of the Breach. Yes, she has much to learn from you.

You take her under your wing, to learn how to harness the ash powers growing within her, and how fortunate that she can carry the Crimson Orb of Power in your stead, sparing you of her fate.

Write "Initiated Child" in your Party Journal.

219 First Hero Takes Damage

Nebulon: *"So much running around in circles has got to make you dizzy, I reckon. And it looks to me like one of them is wobbling, Jangam."*

Jangam: *"They look like they've been on the Tentacle, Nebulon."*

Nebulon: *"Tentacle, haha, I get it. Nice one Jangam."*

Jangam: *"What's that now?"*

220 Dravesh Three-Birds

Familiar names are easier, and you remember Shaleia mentioning her mother, so you use her name as an alias for Drenosh.

If Drenosh has "Allies Against Shodan Four-Dawns" in their Hero Journal » 476

Otherwise choose one:

A: Zuva Sai is in your party » Zuva Sai tries to telepathically influence the assassin » 655

B: Wait to see the outcome of your ruse » 594

221 Inform the Jade Tendril

You approach the town palace of House Wrathclaw and seek an audience with Draevuss Wrathclaw. Most do now know she is, in fact, the Dark Bishop of Runedale and the local leader of the Jade Tendril.

She receives you in her red velvet lined chambers. Wine and cakes are offered.

"You were wise to come to me with this information," she says, "but alas, I have not taken the Copper Chalice. I would gladly have it for it holds immense power. If Silma thinks it was taken by demon worshipers, that must mean the Cabal of Lahai-Kameoweie, a petty sect of meager magic, but with the Copper Chalice they might be a worthy rival. Bring the cup to me and I offer you power overwhelming!"

222 The Caravan Survives

The redskulls are too strong for you to defeat all of them in battle but you have managed to divert their attention long enough for the Gramask squire to reach the artifact which controls or empowers them.

You do not know what he did with the artifact, but the redskulls stop still, their weapons in mid swing.

"By heaven all-seeing," says the knight in charge of the burning caravan, "I know not whether the stars shine upon me, but I am glad you came in time to stop further carnage."

The squire has no idea how long the redskulls will remain immobile, so you push them down the hill while others put out the fires.

"We must make haste before Amon Pennark finds out," the knight says. "But House Gramask is in your debt. Here. Heaven protect."

He pays you a few stars and gets on his togrel.

Each Hero gains 3
Gain +1 Reputation with House Gramask.

223 Skyford Ruins

From a great distance you see the floating stones that were once Skyford Castle. Demolished long ago in a great magical cataclysm, it is now a thaumaturgical ruin of strange and alien perils where monsters lurk and wild magic lingers.

Centuries ago, Skyford Keep was the seat of power of a strong and proud house of magi who ruled the Yhmer Province. They controlled the route to Yhmer through a pass in the mountains, and grew more and more powerful. Tragically, their wisdom did not grow in equal measure.

They attacked other provinces, seeking to control all of Northern Berem. In glowing red armor their soldiers marched, their knights leading the attack mounted on flying vespirs. The army had reached the walls of Ambergate when something unforseen happened.

It is still a mystery what turned the magical armor into fine red sand, and what caused all the knights to plummet to their deaths.

What is known is that at the same time Skyford Keep and the mountain pass were ravaged by a magical storm which pummeled the castle with large boulders torn from the mountains. Only a handful of Skyffords and their retainers managed to escape.

Today at the Skyford Ruins, magic crackles in the air like lightning. Everything metallic is inexplicably drawn to the many large silvery floating stones, making most of your weapons and armor cumbersome. Wooden items work best here. You can also see the now overgrown, rooms of the blasted ruins as well as a very strange looking glass corridor.

Most travelers consider it wise to simply walk through the ruins as fast as possible. However, some brave adventurers claim they have found valuable treasures among the dangers. You suspect that most brave adventurers have never returned.

Choose one:

- A. Wisely continue on your way. » 347
- B. "Glass Corridor" not in your Party Journal » Explore the corridor of glass. » 402
- C. "Floating Stones" not in your Party Journal » Climb the floating stones. » 021
- D. "Overgrown Rooms" not in your Party Journal » Explore the overgrown rooms. » 699
- E. "Glass Corridor," "Floating Stones," and "Overgrown Rooms" in your Party Journal » Continue your investigations. » 633

224 Toad Thieves

You manage to grab the figurine as Numa casts a spell to drive away the smoke. By the time the air clears, you are already gone.

The figurine has a magical aura you do not recognize, and you wonder what to do with it.

Choose one:

- A. Sell it to the collector Wollyon Pennark. » 505
- B. Sell it to Riabo. » 624
- C. Jonal is in your party » She can keep it. » 730

225 Supporter

Gallon meets you at the Rally where Lavros and pours you some wine. "Justice is abandoned and the Republic is a tool which the nobility uses to oppress the rest of us. In the name of the goddesses, I call on the Sable Crown fight against that. And against the Shroud who are eminent at our standing with the people. You have helped us fight the good fight, for which I'm grateful."

Each Hero may gain a Herb token from the Herb Stall service for free.

226 A Fake Novice of the Cosmos

You are fairly sure one of the cosmographers, Virgon, a Novice of the Cosmos, is indeed an imposter. He reeks of sea and you are told he has been asking about several forbidden books.

You post that Virgon is a traitor, a hide Tenebral cultist looking for true names of demons.

Choose one:

- A. Inform the cosmographers of the imposter. » 528
- B. Frame another novice to protect the cultist. » 627
- C. Blackmail the cultist. » 698

227 Oh No!

Kaleb returns and sees you with his parchment.

"Still wooing at that old thing," it says, and in one swift movement whisks it out from under your nose and rips it up.

"I don't think it ever made any sense at all," it says, and disappears into a back room through a door in the floor.

228 The Aiun Tear

You descend into the pale green. Eventually, after an eternity in the dense water, you place a runic diamond as the other eye of the stone head.

The voice of Aiun echoes in your head. "You have presented us with a tear of the aiun. You have withstood the corruption of love. You have been tested, but you have not veered away from the light."

The pendant glows brighter and brighter and fills the whole chamber with a captivating healing light. You feel at one with aiun.

"Wear it proudly, keeper of the Breach," aiun says.

Gain Aiun

Place a Progress sticker on slot 3 on Artifact card 08 "Aiun Tear"
Remove that Artifact card from the game and gain Item card 152 "Aiun Tear"

229 The Shroud Is Too Much For You

The assassins of the Shroud are too much for you, shooting you above with poisoned arrows. You barely manage to escape with your lives.

Each Hero suffers 3 damage and gains 1 Shame.
Shuffle World Event card 028 "Ambushed by Assassins" back into the World Event deck.

230 Record of Examination

Date: 137791
Pearl of the Republic
Two Years to the Ascension

Examiner: Celestor Hinwon of Runecalle
Examinee: Khuenna, Candidate of the Cosmos

Reason: The examinee has been seen taking part in the pagan celebration of Day of the Dying.

Celestor: Are you aware what the Day of the Dying is?
Khuenna: It is a pagan holiday.
Celestor: Are you aware it is forbidden as a dangerous superstition?
Khuenna: Aye.
Celestor: Did you take part in the celebrations?
Khuenna: Nay.
Celestor: Several cosmographers saw you in the crowd wearing a wreath of flowers when they dispersed the ritual.
Khuenna: There did?
Celestor: They did. I ask you again: did you take part in the celebrations?
Khuenna: I mean... I was there just for a little while with my family. It's a tradition for us.
Celestor: That tradition is a dangerous superstition which you as a candidate of the cosmos should stop.
Khuenna: But I wasn't there to worship the pagan gods! For our family, it is a festival of medicine and science!
Celestor: Indeed? Yet you were seen throwing flowers at pagan priestesses as they performed their heretic ritual. One of the priestesses was holding a figurine of Iaginiova declaring all celebrants to reach direct contact with the pagan goddess. After which you yelled:
The stars shine upon us tonight!
Khuenna: Who exactly is it that saw me?
Celestor: Do you understand you will never become a cosmographer if you do not denounce this dangerous superstition?
Khuenna: But what will I tell my parents?
Celestor: Do you understand?
Khuenna: Aye. I understand.

231 A Fight in Victory Park

Some in the crowd start singing the Ballad of Star Destro, supporting the Sergeant. Others loudly proclaim the Declaration of Reason, siding with the cosmographers. The shoving turns to fist fights, and voices are thrown.

The cosmographers and the guards try to calm the people down, but it is too late. When you get a stamp on your foot and an elbow in the face, you realize you should leave Victory Park before you get hurt any worse.

Each Hero loses 3 Health.

232 First Hero Injured

Nebulon: *"This hunt is going to get messy, Jangam. What are your tactics when facing so many different kinds of Enemies?"*

Jangam: *"Keep your eye on the prize, Nebulon. Accept the mess and get on with the task."*

Nebulon: *"Hmm, that's actually good advice, Jangam. Let me guess, you're off the voidbloom at the moment."*

Jangam: *"I'm as broke as these lot's bodies will soon be."*

233 The Fight With Goodwife

Goodwife wiggles her fingers and a powerful wind pushes against you. Jonah informs you she can magically command the weather

"How else would I have survived when you tried to drown me with the storm?" asks Goodwife calmly. Then she raises her hands and rocks of ice start to pummel you from the sky.

Each Hero: [Vitality] [Agility]
Then, each Hero [Vitality] 6
Any succeed » 459
All fail » 674

234 Associate

You descend into the Pit to meet a hooded pattangan. His face is completely obscured and you do not see a shadowy pet so you cannot be sure if this is Tan Cunagin.

"Bright day to you and your spirits," he greets. "You have made an impression on me. But a word of warning: Do not pay too much heed to the ties of the Sable Cream if you wish to stay friends with the Shroud. But now, a little gift for my good friends!"

Each Hero gains a Snakeroot token or a Bile token

235 Half-Time

Jangam. "Well, that's half-time, gentlefolk. Don't forget to get yourself a hot garlic biscuit and a goblet of Tenacia."

Nehulon. "There ain't no half-time in this, Jangam."

Jangam. "Ah yes, sorry, was thinking of headball. That's tomorrow night of course. Remember it's bring your own head."

Nehulon. "You eat too much voidbloom, Jangam."

236 Felim Howell Liberated

You spring the warlock out of his mobile cage, and rush him to safety.

"On this day the stars truly shine upon me for I have met such gallant individuals as yourselves," he says eagerly. "Unfortunately I have been stripped of my belongings and cannot reward you, but if you ever find yourselves in Kyther Point do not hesitate to visit our library.

He travels with you for a while, both to get away from the redskulls and to find a place from where he can travel back home. "Beware of both Lady Pennarde and Amon Pennarde," he says as he departs.

Write "Felim Howell Rescued" in your Party Journal.
Gain +1 Reputation with the Council of Eight

237 Help the Wagon Fort

You build barricades in the spaces between the wagons and distribute weapons to the merchants and everyone else to fight.

The brigands hide in the surrounding woods, shooting at you with arrows and magic. Whenever you see one of them, you shoot back.

[Add 1 in your total for each [Fighting] or [Item] item card in your party]
If the total number of successes is 14 or more (2 Heroes), 22 or more (3 Heroes), or 30 or more (4 Heroes) » 136
Otherwise » 727

238 Diamond Shard

As well as large pieces of giant mushroom bouncing around and floating in your way, you have also shattered a shard of runic diamond hidden inside the mushroom. It explodes in a pleasing flash of light.

Gain [Diamond] [Diamond]

239 The Unkempt Assassin

The warlocks are incapacitated, and you convene with the pattangan assassin under a giant mushroom. He is still wearing the blue and white veils over his face, but speaks to you gratefully.

"You saved my life," he says. "I swear on my totem I have already dedicated my head, my hands, my heart, and my liver to the Shroud and so cannot dedicate them to you. But in gratitude I will give you this. It is perhaps worth more than my life."

He hands you his mask, and bows.

Gain Item card 091 "Nafabi Longbow"
Gain +1 Reputation with the Shroud.

240 Journey

You're so close to the Pit, almost your destination. You're finally going to find out. After all, how dangerous can a thousand year old creature with more eyes than brain cells be?

241 Candidate of the Cosmos

You are summoned to the Primate's chambers. "Heaven protect," she says. "Ours is a way of reason. The cosmonappers study the heavens and Agemoria and its peoples. We do not approve of superstition of any kind, be it from ages old religions such as Benemite pantheism or demon worship, or new-fangled cults like that of the Fifth Eye. You are always welcome here to learn more about the stars."

Gain Item card 117 "Archive Notes, Volume 1"

242 The Benaethid Slain

With incredible feats of valor you manage to slay the rushing benaethid before the other one even awakens. The mission is a resounding success, even if some of the fresh fiendstalkers are envious of you getting all the glory, and them ending up with the ink.

Back at Tabbart's castle you are awarded elite fiendstalkers and given a sizable monetary reward. A bard composes a particularly catchy song in your honor. The warlock and the men-at-arms ask you to become teachers of future fiendstalkers and you promise to consider it some day.

Each Hero gains 10 [Gold] and an Inspiration gem
Write "Elite" after "Fiendstalker" in your Party Journal.
Write "Bard Song" in your Party Journal.
» 764

243 Journey

It is the morning of the Day of the Long Sun. Tomorrow, you'll be meet Caitlen on board the Luminous Tear. As you walk through the Northgate District, you can't help but sense the eyes watching you from every corner. The Shroud are planning something and they know you're going to be there to try to stop them.

244 Make the Cultists Fly Again

The aquanian armed mass is terribly ashamed for having crashed the ship. You pay her and the passengers no heed and instead focus on fixing the vessel. As you investigate the airship with the aquanian, you notice the four other cultists checking the crew's restraints. But that is no business of yours.

Turns out the aqua-powered magicanism has a malfunction that was caused when they replaced the aquria with blood crystal. That must be what was leaking from the ship as it crashed.

You can repair the damage, but doing so stasis your magical energies. You agree on payment with the aquanian and lend him your power for the repair job.

After a moment the magicanism starts humming again, turning the blood crystals magic into the power of levitation. The airship bobs into the air like a cork in water. The aquarian and one of the other cultists then goes to gather as much of the spilled blood crystal as they can. While they still detain the crew, the mother, the children, and the other passengers have fled into the wilderness.

"Thank you, friends," says the aquanian. "We will be in your debt. Here. May you be remembered."

If you do not have "Airship Knowledge" in your Party Journal, each Hero spends 3 [Gold]
Each Hero gains 1 [Fame]
Gain +1 Reputation with the Jade Tendril.

245 Freedom

The aquapentacle demon Lahal-Rameowele, previously bound by the ritual, breaks free. It jumps on a crate and roars furiously, then starts to flail about, looking for someone to attack.

It picks one of the smaller demons and sacrifices it to axe in the flames. The remaining demons turn to ash.

Then he sets his sights on the mortals in the room and growls "Your will be mine!"

Lahal-Rameowele [Vitality] 10 for each Lunein Demon and Lugat Demon on the map. All Lunein Demons and Lugat Demons are defeated (place [Wounds] tokens and [Defeated] tokens sent to the Fate deck as normal)
Discard the [Defeated] tokens covering the Initiative symbol and the Provoke effect on the Lahal-Rameowele and Cultist Enemy cards.
Place a [Defeated] token on the Lunein Demon Special Movement rules. These rules no longer apply.
Lahal-Rameowele may not be attacked or affected in any way until all Cultists are defeated.
Stop the timer.

246 So Much Poison

As a new moon past you, you turn, but see a mirage and... nothing, another one, no doubt poisoned. The others point at you with crossbows, always throwing knives, and all manner of deadly weapons you would rather avoid.

» 875

247 Calming the Cryomancer

You step on the icy bridge, a strong wind blowing snow in your face. Whiskers, feathers, and scales get frost-ridden.

The closer you get to the middle of the bridge, the better you see the shape of a boryat man, clad only in a loincloth, but covered in frost and scales.

You greet him politely. He sees you, but does not reply. In one hand he holds a curious magic wand, its shaft spiraling around itself. He seems to somehow conduct the blizzard. Snow and ice sleet and frost flow constantly from him.

You gesture towards the wand and tell him to let it go.

"I cannot. A storm swirls inside me and I have decided to let it rage on."

You step closer and ask him again.

Choose a Hero. That Hero [Vitality] 7 [Fighting] +2 [Magic]
(Geomancer, Shaman, Telepath, Enchanting: +1 [Magic])
Success » 635
Fail » 519

248 Try to Cheat

You figure out a way to obfuscate your rolls.

Play King of Thieves » 666, but each Hero may reroll the first [Dice] they roll.

249 "We Humbly Accept Your Bidding!"

You accept Mazurah's quest, and hear her hissing voice again, "When the stars are right, enter the Guivren Temple. In the temple, a guardian awaits. She will test you. Behind her lies the urn of life. Break it."

The statue's eyes grow dim and her words are overtaken by the sound of the wind and the cries of the river birds.

Each Hero gains

Shuffle World Event card 024 "The Guivren Temple" into the World Event deck.

250 Legionary as an Ally

Legionary seems to be doing quite well at the stables, getting fat even. He yowls happily when he sees you, and looks like he would be ready for one more adventure.

You may cross out "Legionary as an Ally" from your Party Journal to gain Ally card 07 "Togrel" for the next scenario.

You may not do this if you are playing scenario 8 "The Pillar of Blade Thicket" next, as Legionary will not cope well with the bindethorns.

251 The Key to the Past Scenario Card

You must find the lost agurian city of Lok Torr and enter it, but how on Agemonia are you supposed to do that?

As you ponder this at your table in the Guivren, Torrax clears his throat. "There is something I should tell you. Something I have remembered. Please. Is everyone comfortable?"

You get drinks for everyone and sit down to listen to your agurian friend.

"Many sleeps ago, crystal was plentiful and all peoples lived in abundance," Torrax speaks. "But Xotho believed we agurians were superior to others. He allied himself with aox demons to carve an army as hard as granite and to build an empire as large as a mountain. Many agurians resisted, and since they also resisted the darkness of aox, they were called the Lightbearers. Xotho imprisoned most of the Lightbearers into Lok Torr. But then he disappeared. The last of the Lightbearers have been looking for Lok Torr ever since, but none of them ever found it. But I know where it is. I am the last of them. I will lead the way."

Gain Scenario card 36 "Key to the Past"

252 Henchman Terrible

Your Henchman is severely wounded, an injury they will never fully recover from. Their adventures are over, but the money they have earned will hopefully help set them up in a new profession.

Remove the Henchman card from play and cross out their name in your Party Journal. You may not hire that Henchman again.

253 "You Will Obey Me!"

The drugged beggars' minds are so befuddled by herbs that they do not offer much resistance to Zuvu'Sai's telepathic powers, but on the other hand, they are slippery, like a wet fish.

Zuvu'Sai +2 (Teleport: +1)

8 or more → 701

6 or 7 → 363

5 or fewer → 059

254 Flowerless

The idea of staying at the skating rink for another forever is not appealing, but you do not want to disappoint Eeylit the Unerring.

You decide to return to town to tend to your wounds, determined to come back and continue looking after a good night's sleep or two.

Write "Flowerless" in your Party Journal.

Do not read the Achievements for this scenario.

Do not archive Scenario card 10 "The Pools of Gnatmarsh". You may choose this Scenario card again in a future Journey step.

255 Kulai-Gek

The necklace that Kulai-Gek wears on her middle neck denotes that he hails from the Bizuya clan of pattangas. The jaw-warty shaman is never seen without Rukesh, his pet pteroda, fly (who seems to exist to mimic the few obscenities and vile words it knows to passersby).

Kulai-Gek leans on a long staff which he uses to aid his limping walk (though some say he is faking the bad leg to get out of anything involving running). The shaman is an expert hotter but hates fighting and violence as a principle, stating he will "stand in the sidelines until needed, as he is a pacifist," if trouble arises.

256 Oh No!

You retire to a nearby tavern to ponder the puzzle over a drink in an attempt to generate some liquid inspiration. You are there for a while.

"You going to buy another round?" a passing serving boy says, sounding slightly annoyed.

You realize you have been too busy thinking and not busy enough drinking for his liking. He earnestly slams the tray of mostly finished drinks he is carrying onto your table as if to ensure he gets your attention. One of the half full glasses tips over and the liquid spills all over the encrypted letter. Before you have a chance to rescue it, the ink spreads out across the page and the message is lost forever.

Best not to mention this to Rialto. Hopefully he will have forgotten about the letter by the next time you see him.

257 "Away With You, Star-Shunned Scoundrel!"

Insulting and fighting a sorcerer of no power may not be smart, but it is honorable. To your surprise, he does not engage you in battle himself, but summons demons to do his fighting for him. Big ones.

Each Hero +2 (Drenosh Jonzi: +1)

All succeed → You avoid the demons.

Each Hero gains a Blood Crystal token.

One or more succeed and one or more fail → You are wounded.

Each Hero suffers 3 damage.

All fail → You are severely wounded.

Each Hero suffers 5 damage and gains

258 Yellow Circular Leaf

"YOUR," the voice booms out.

The scroll reads, "Change to a more appropriate color."

259 A Cube in the Gorget

You search the armor and find a cube stuck inside the gorget.

Gain Item card 049 "Cube of Teleportation"

260 Seeker

Once more, the voice of Asun speaks to you. "You have withstood temptation. You have stayed on the path. Events are unfolding which have been prophesied millennia ago by the ancients. Their outcome depends on you. You must protect all living things from the corrupting power of aox. The fate of Agemonia is in your hands."

Place a Step sticker on the leftmost empty space on the "Jade Tendril" Reputation track. You may no longer gain reputation with the Jade Tendril.

You gain the permanent benefit "Blessing of Asun".

261 Cheering Crowd

If you do not have a score written next to "The Magical Menagerie" scenario on your Party sheet, write in your score and → 585

Otherwise, if you have beaten your previous score, cross it out, write in your new score, and → 582

Otherwise → 640

262 The Demon Officer Escapes

The battle is hard, but fortunately grandmother is on your side. You suffer grievous wounds, but the demon is forced to flee back through the portal.

Each Hero suffers 2 damage.

Shuffle City Event card 031 "Prepare to be Punished" back into the City Event deck.

263 The Dark Army and the Jade Tendril

Rialto is probably right. The demon worshipers might very much like to get their hands on a bag of demons.

Having learned to recognize demon worshipers from the stench of aox around them, you approach a nihtegri maiden and show her the bag. She takes you to a dark priestess.

"Praise Grazaak," she says. "Someone was supposed to deliver this bag to us, but it seems like they misplaced it. So the reward that was promised him now belongs to you."

Each Hero gains an Aox Amulet token and 5

Gain +1 Reputation with the Jade Tendril

264 Psionic Mugger

"I ... will give the gentlemen a ride," she says awkwardly. You shuffle for a group of young pattangas and tells them to give you the herbs.

"Yeah, but what about the money?" one of them asks.

It's taken care of," Zuvu'sai says.

"It's taken care of," the old hunchback repeats.

The kids are confused at first, but then do as they are told.

"Time to go," Zuvu'sai says, and the woman repeats it. The pattangas take their leave and you are left with two valuable gleamroots.

Gain 2 Gleamroot tokens

265 The Great Old One Scenario Card

"Arenthen gentlefolk, Runedahans, tourists, patrons of The Pit! Tonight you will experience the thrill, the excitement, the mystery that is only known as the Great Old One! What is she? Even I don't know! Whatever she is, she will give a five-star performance fighting our challengers with her flying minions, her tentacles, and her magical powers! See her in action only tonight! The show starts at nightfall! Tickets available at the door!"

Gain Scenario card 20 "The Great Old One"

266 Bravery Or Foolishness?

Surely one tormented spirit with deadly blades for arms can hardly be a match for the likes of you! You attack the revenant, but soon realize that each wound you cause it is also reflected back on you. You see your own pained faces mirrored in its face

Each Hero gains an Injury card.

If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 575

267 Journey

You need to find an Orb of Power. With your increasing attunement with the magical powers that shape Agemonia, and your previous contact with the Orbs, you have begun to feel one such artifact is located here in Rundale.

You have searched the tunnels under the city, the hills outside it, and the Temple of the Fifth Eye but the feeling is strongest near Wollyon Pennark's mansion.

Lord Wollyon lives there with Lady Relitissi, and is known as an illusionist and a collector of rare items. It is not impossible that he would have one, but if he did, why would he not deliver it to his brother-in-law, Amon Pennark?

You have visited the Pennark Mansion before but something tells you Lord Wollyon is not going to just hand you the Orb. Since House Pennark took over the city, guards and knights have been posted at the house, making it nigh impregnable. But that is where you must go.

268 Fix the Magic Mason

You search the area for any missing parts or signs of damage which you could fix. Something that will be difficult given your tools are stuck to the stone.

+2 (Vernia, Ranger Torch, +1)

If the total number of successes is 10 or more (2 Heroes), 15 or more (3 Heroes), or 20 or more (4 Heroes) » 427

Otherwise » 352

269 You Are Undeterred

A part of you wants to give up, but you do not give in to that part. Instead, you bite your lip and keep on digging, no matter how hard it is. And you soon realize that maybe it is not that hard.

You manage to dig out the artifact, and the priestess of the Fifth Eye is overjoyed.

"Praise the Ancient ones! Our church in Maddark Seat will display this in a place of honor!"

The priestess turns to you.

"And you, you have shown yourselves to be true friends of the Cult. You will be rewarded in the afterlife, but allow me to also reward you in this one!"

Gain Item card 046 "Scroll of Major Heal"

Gain +1 Reputation with the Cult of the Fifth Eye

270 The Ruse Works

"I apologize, Mistress Phaedra."

It is not enough, you tell it. It must apologize by its true name.

It does.

One by one, the crimson stones in the staff are lit, burning like the eyes of the demon, the staff straightens itself like a snake and then settles back into its form with a deep sigh.

Place a Progress sticker on slot 3 on Artifact card 06 "Staff of Phaedra". Remove that Artifact card from the game and gain Item card 144 "Staff of Phaedra"

271 Planning the Escape

Choose one:

A. If any Hero has thieves' tools, and you want to pick the lock. » 652

B. If any Hero has a crowbar, and you want to bend the bars. » 717

C. Create a clever ruse » 572

272 Essylit's Marriage

You take the marriage certificate to Essylit the Unerring. She looks at it for a long time, clearly lost in her memories.

"They call me Unerring," she says at last. "But the truth is, I did err once, long ago. That was before I understood Hermes loved wealth and power more than he could ever have loved me. Nevertheless, I do not need this parchment being passed around at taverns. I will take it off your hands and offer this instead."

Gain Item card 043 "Scroll of Stamina"

Gain +1 Reputation with the Council of Eight

273 Sneaky

You follow the thugs to the dried riverbed, which is now an open-air sewer. They descend into the crevice, cross the sewer over a small bridge, and climb back up, ending up at The Pit.

The Pit is a tavern of ill repute. Everyone knows its proprietor, Madam Yazzie, is very sympathetic to the Shroud, a dangerous criminal organization.

Choose one:

A. Find your contact in the Sable Coven and tell him about this. » 649

B. Go after the thugs and have a drink in The Pit. » 777

274 Crystal & Pedestal

As you touch it, the blue crystal shatters into a thousand shards which cut into you.

Flip a 1 your Stamina chips showing their side to their side. Your Hero becomes wounded, gaining an Injury card as normal. If your Hero was already wounded, gain an Injury card.

275 Pennark Operative

"Heaven's greatest friends," speaks a noble knight who approaches you on the street one evening. "I'm Sir Kithia Pennark, a Knight of the Wounded Gate. I'm glad that House Pennark has found friends even here in Rundale where we are surrounded by our enemies, weak and rotten as the crossroads are. Rundale rightfully belongs to our family and with your aid, we will recreate the Pennark Empire of old! Here, take this."

Each Hero gains 5

276 Greetings to the Living

You put the ring on again and see the image of the quotheam warlock who is trapped inside it. This time she seems to understand what is happening.

"Greetings to the living," she addresses you. "I am Velka, a Warlock of the Outer Circle. The wyldkin must have trapped me in that ring, but I take it you were sent by the Council of Eight to save me? Have the wyldkin been defeated."

You explain to her that it is a little bit more complicated and the wyldkin have not been heard from for centuries.

"In that case, take me to the Council of Eight and release me from my imprisonment at once," she orders you.

You are not sure if that would be possible, or a good idea even if it were.

Place a Progress sticker on slot 2 on Artifact card 01 "Wyldkin Band"

277 Place the Orb of Aiun

There is a flash of light and you can feel an aura of goodness spreading out across the vault.

If this was the first orb placed during this scenario, each Ally 5.

If this was the second orb placed during this scenario and the first orb you placed was the Orb of Aur, read Outcome 1: Scenario Success.

If this was the second orb placed during this scenario and the first orb you placed was the Orb of Feror, read Outcome 2: Scenario Success.

278 Join Amon Pennark

You agree to Amon Pennark's suggestions. His demon part radiates raw power, but his nihtegri part keeps it in perfect control. Perhaps one day you can be like him!

If you have the Item card "Orb of Aur" or you have "Initiated Child" in your Party Journal

"A reward for your efforts," Amon Pennark says, approvingly.

Each hero gains a Blood Crystal token.

If you have the Item card "Orb of Aur" remove it from play

If you have "Initiated Child" in your Party Journal, cross it out

Read OUTCOME 2: SCENARIO SUCCESS.

279 The Tear

You follow the crater to the right. The magnetism is so strong you can even feel it pulling at the metal buttons on your clothes. Inside the crater, a massive, half-collapsed portal into the Breach spews powerful energies creating a whirlpool of magic.

Magnetically stuck against the wall of the crater is a beautiful sword gleaming green with enchantment. Reaching it is difficult enough, but you would also need to overcome the magico-magnetic force. Perhaps you could try quickly replacing it with another iron object?

You may discard 10 or an Iron Item or Ionium Bar token a Sword, a Great Sword, a Metal Shield, Helmet or any Heavy Armor) and choose a Hero.

If you do, the chosen Hero 2

Success » Gain Item card 079 "Verdant Stinger"

Write "Gone Right" in your Party Journal.

Fail » The chosen Hero:

The same or a different Hero may try again as long as they have at least 1 and they discard 15 or one of the items listed above.

Just then, a massive burst of ice flames from the crater forces you to flee. Perhaps one day you will return.

» 347

280 To Sluguale

You take your leave of the Maddark Sisters and return northwards by boat along the River Throyle. The korallian warlock Ssulen'n spends some of his time in the boat, and some swimming in the river

The river winds its way through the forest, mainly beeches and quill trees at first, but soon the healthy undergrowth is overtaken by a carpet of poisonous fungal growth. There are more and more colorful mushrooms in the woods, and they get bigger and bigger

"Before we go further" says Ssulen'n as he climbs up from the water, "we must apply the Moonlily nectar. We risked sending a Warlock of the Third Circle to Sluguale last year and he never returned."

He opens a small container spreads the white cream within on his scaly skin, and then hands the container of cream to you. "It will protect us from the spores."

You then continue in silence, watching as the mushrooms grow bigger and bigger first overshadowing the trees, and then replacing them altogether. You now understand why this place is called a mushroom forest.

The stone head should be in a place called Sluguale, somewhere in the midst of the giant mushrooms

As you perhaps guessed, the vale is famous for its dangerous slugs. Some are small and acidic, others huge and fiery. There's even rumors of slugs flying or wielding hammers, but only larva people believe such tales."

The river turns and you see a carved white wall in the forest. As you get closer you realize it is a building of some kind, and of Ancient architecture. As big as a ship or a castle, but cubical in shape and with no door or gateway leading into it

281 Third Raid

It is near midnight when one more group of Razor Vespers storms the building.

"Careful," one of them says. "The Sable Crown has found powerful mercenaries!"

Heedless of the warning, the gangsters attack.

282 Journey

It seems like a long time ago now, when your mentor Shanzor Three-Birds first told you of atun and the Orbs of Power. She was the last of the Keepers of the Breach, and asked you to continue her mission as she lay in your arms, having been mortally wounded by the evil sorcerer

She told you to light the beacons of the Ancients to prevent dax from entering Agemonia from the Breach

Then atun itself spoke to you through the stone head and bid you become Keepers of the Breach yourselves

You entered Skyrender which is one of those beacons. Again atun spoke to you, and bid you to find three Orbs of Power and place them in the receptacles there

You have ventured far and wide to discover the Orb of Ferax in Sluguale and the Orb of Agur in Blade Thicket. On your journeys you have also seen first-hand the corrupting power of dax and of the demons of the Breach

Now you are ready to return to Skyrender and light the beacon! Then you will take one step closer to becoming Keepers of the Breach yourselves

283 Save the Monstrous Woman

You place yourselves between the transformed woman and the town guard while one of you rushes her out of the bazaar and into a narrow alley.

"Out of the way, you star-shunned scoundrels," curses Sergeant Sagittarion at you as his guards try to follow her

Each Hero: +2
Fail • Lose 3

You meet again at the Ravenous Guinven.

"I wish you peace," the old lady says. "Listen to my story to tell it. And tell the story to teach it. My name is Kumar. My father was a Keeper of the Breach and he says he met you in the Vault of Time in his future, which is now past, and in your past, which may still be the future."

She places a weapon wrapped in worn cloth on the table.

"He asked me to bring you this.

You open the package to see an exotic black hilt for a longsword. The pommel has an empty socket, which perhaps could be filled with a magical gem.

"It is the hilt of the Breach-forged saber known as Voidrender. My father saw that you will one day find the blade and be able to reforge that mythic weapon. And he bid me to come here to Rumedale on this day. You have listened to my story and now you can tell it to teach it."

As she stops speaking she lets out a long sigh. It is as if her entire life purpose is fulfilled.

You escort her to her room at the inn, and leave her to rest.

Gain +1 Reputation with the Keepers of the Breach.
Write "Voidrender Hilt" in your Party Journal.
If you have "Voidrender Blade" in your Party Journal • 176

284 Bessor Saved

With the assassins dead, the pirate Bessor puts her hands conspiratorially on your shoulders. "We all must work for the community as best we can. The Sable Crown understand that. And I see you do, too. That way we can share the fruits of our labor so that everyone gets their needs met. This snake coin is one of the fruits of my labor and I will now share it with you in gratitude."

Gain Item card 112 "Lucky Coin"
Gain +1 Reputation with the Sable Crown.

285 The Portal Defies You

Your will is simply not strong enough to withstand the force of the magical currents amplified by the portal itself

The attempts to move the stones or even touch them simply lead to burnt hands and preternatural lethargy. Eventually you give up and continue on your way.

Each Hero loses 2 and suffers 1 damage.

286 Journey

You leave Rumedale and venture westward on the now familiar road

Everyone you meet comments diplomatically on the Pennarle invasion as they do not know which side you are on. As the Reflection Range approaches, you again have a chance to visit the magical ruins of Skyfford Keep.

287 The Mysterious Box

You try to pry the box open with force, but it does not budge. You try every magical means within your power, but they are equally useless. Besides, the contents could be fragile or flammable, and you do not want to destroy them

The box reeks of evil aux magic, and is not very pleasant to be around.

Choose one:

A. Throw the box away • 126
B. Try to sell the box. • 770
C. Keep the box. • 491

288 Entry Denied

"In the name of the Republic of Benem and the people of Kyther Point, under Heaven All-Seeing, you are denied entry into the town," the guard says

You are forced to walk back to the road.

On your way there, an old, blind nihteegri man approaches you. "Heaven protect," he says. "Are you working for the Pennarle? Some of us still stay loyal to our benefactors. It might interest you to know that there is magic happening in Fort Pennarle. I fear the Kytherite rebels might try to sabotage it, so it's up to you to stop them. My son has a ship, he can take you to the fort!"

With that, the blind man wishes the stars to shine upon you.

Each Hero may try to enter Kyther Point disguised:
+2 (Any Armor, Robes, or Helmet: +1)
Success • Write "Entry Granted" in your Hero Journal.
Fail • Lose 1
If at least one Hero succeeds • 217

289 The Pennark Guard Dies

The guards fall silently between two slippery rocks. You make your way to the harbor and sneak into the castle through the maintenance tunnels. You reach the dungeon where there are torture chambers and empty pens for monsters and prisoners.

The keep is mostly busy preparing to attack Mossport, but eventually you find a huge dark chamber holding a teleporter and several cages full of monsters

• 145

290 The Legendary Four-Handed Puppet Show

Palm-sized cosmographers meet with shadows of the old gods, while the miniature city guard is unable to stop them. The Grumash puppets are bumbling fools.

The topical commentary on recent events in Rumedale is performed by a puttangan puppeteer with four puppets on stage simultaneously. The audience laughs nervously, as they realize the authorities might not like her show

Surprisingly, the performance really grabs you, making you laugh and cry.

Each Hero gains an Achievement gem

291 Someone Was Toying With Powers Beyond

Like many nihteegri nobles, this family has their own mausoleum. The sarcophagi contains mummified remains of their ancestors and are reverently taken care of and even worshiped. For some reason, one sarcophagus is open and the mummy is now visible. The smell of evil magic lingers in the air

Maybe the revenant was somehow summoned by whatever unholy rite was done here to the corpse or perhaps it is the spirit of the deceased.

Just then you hear sounds in the other sarcophagi, like the groans of people waking from a long slumber. A wind picks up, as if the stone coffins were sucking in air.

You hear an ethereal voice whisper, "You opened the sarcophagus. We came. Now you must come with us, taste our pleasures."

Many more revenants might be coming! To survive, you must close the heavy sarcophagus lid quickly!

If the total number of successes is 0 or more (2 Heroes), 12 or more (3 Heroes), or 16 or more (4 Heroes) » 552
Otherwise » 811

292 Tell Tan Everything

Tan Gunagill has made you an offer you do not want to refuse. The money is good, and Caillon is just one step away from being caught. Clearly, the Shroud is a much bigger player than the Sable Crown.

You tell Tan Gunagill that Caillon lives on board Lanimora's Tear, and even offer to show him where the ship is docked. You also tell him you heard a boryst spy has infiltrated the Shroud.

Tan Gunagill smiles cleverly, and makes a gesture with one of his hands. At first you wonder to whom he is signing, but then see several Shroud assassins step out of the shadows.

"You have chosen wisely, for this is as sweet as honey wine can get. No power in Runedale can stop The Shroud now. You have dedicated your head, your hands, your heart, and your liver to our service, and together we will destroy the Sable Crown. Reach out your hands."

You do as your new boss says. He puts down his staff and takes each of you by the hand. His palms feel pleasantly warm, then scalding hot and start to glow like fire. When the smell of burnt skin rises from the handshakes he lets go.

"You are now members of The Shroud. I swear on my totem, you will not be sorry."

Each Hero gains 10
Gain +1 Reputation with the Shroud.
Write "Sided with the Shroud" in your Party Journal.
Place a Stop sticker on the leftmost empty space on the "Sable Crown" Reputation track. You may no longer gain reputation with the Sable Crown.

293 Serupod Contact

You manage to outrun the serupod, leaving it behind to plague someone else. When it can no longer reach you physically, it sends weird images and nightmarish sounds into your mind. Eventually, even those fade away.

The Hero or Heroes who achieved the most successes on the agility check each gain an Inspiration gem.

294 A Prayer to Mazurak

Rain beats down heavily on the pavement as the strange knight lifts the blood crystal into the dark sky.

Lightning strikes and illuminates the plaza for a second with an otherworldly light. The crimson crystal radiates aux power and floats up, up, up toward the snake statue's mouth.

"Life cannot exist without death," the knight yells, his voice almost muffled by the rain. "All things must end for otherwise nothing would grow. O goddess of death and decay, accept my humble sacrifice."

The eyes of the snake statue glow red as the crystal finds its place in her mouth. The crystal glows for a while and then disappears, as if the stone snake devoured it.

The Blood Knight shudders and then cries in pain. No, he cries with pleasure and with power. He rises up, flexing his muscles, and screams Mazurak's name, triumphantly.

Lightning strikes again and he is gone.

Suddenly, you hear the musical voice of the quivren. "You have disappointed me."

Each Hero 5

Mazurak herself seems happy and content.

Each Hero gains an Achievement gem.

295 Betray Hemet One-Flame

"Sun's Fire!" curses Hemet One-Flame, and reaches for his sword. Unfortunately he has left it at the door. "I will not be cheated of my money!"

You step up and tell all of them that you would have seen if Rhaenna was cheating, but that she played completely fair.

"You see?" says Celestor Rhaenna smiling. "The stars shone upon me today, that is all."

"No!" insists Hemet One-Flame, the Runedale manager of the Amethyst Order and turns to the croupier. "I demand you read her mind."

"I am afraid that is not possible" says the croupier apologetically. "As per the rules of the casino, I require a witness to read a player's mind."

"What? I will not suffer this floating den of vipers a moment longer," says Hemet One-Flame furiously. "I'll make sure this whole operation is closed down! Gambling is just a way to cheat fools out of their money."

"Then what does that make you?" says Celestor Rhaenna smugly, as Hemet is already marching off the boat.

The Celestor then nods at you, perhaps knowing that you lied to save her. "Heaven All-Seeing has blessed me doubly today. First, by granting me victory in the game, and then, by providing me with such honest and true champions as yourselves. This is for your troubles. The Cosmographers' Guild will not forget this."

Each Hero gains 3
Gain +1 Reputation with the Cosmographers.

296 The Blood Knight Does Not Agree

"Nay!" says Star Sangreon furiously, "nay, I tell you, nay! We Gramasks have worshiped the goddesses of the nihtcegri since time immemorial. The cosmographers got many of us to abandon the goddesses, but some of us held true. The Cult of the Fifth Eye tried to bring in a new religion, but still one of us remains. As long as I breathe, I will worship Mazurak and I intend to teach it to my daughters and sons."

He then asks you to leave so he can pray to the death goddess in peace.

Choose one:

A. Leave him » 830
B. Stay and watch him sacrifice the blood crystal. » 294
C. Attack Star Sangreon. » 060

297 The Law Is the Law

You remind the driver that she is in the wrong here, and keeping wild beasts caged is against the law.

"Burning Sun!" she protests, "these are wicked monsters, not some noble beasts of the great wilds. They should be lucky we didn't kill them immediately."

You tell her that nevertheless she will face consequences, and you intend to report her dealings, and that of the Amethyst Order, to the authorities.

With the demon tegrel only two leaps away, she is too distracted to get into a legal dispute with you. She quickly climbs on the driver's seat and commands the draft tegrels to start pulling the wagon train.

The demon tegrel makes a few half-hearted attempts to claw at the other monsters in the wagons, but then stays behind and starts eating the wranglers it has killed.

It is not a pleasant sight, and nobody deserves an ending like this.

Choose one:

A. Drive the demon tegrel away and bury the wranglers. » 557
B. Leave the demon tegrel to dine in peace. » 672

298 Moonegg

Growing in an air pocket inside the giant mushroom is a beautiful and fragile Moonegg herb. You'll need to shield the delicate herb from falling bits of mushroom to stop it being crushed.

You may spend 3 to gain a Moonegg token.

299 The Day of the Living Scenario Card

As some Benemites prepare to celebrate the Day of the Living by hanging wreaths of flowers on their doors, the mood at the Pit is much more boisterous.

You are watching a match at the Arena, when one of Tan Gunagill's minions comes to tell you he wants to meet.

You enter the Shroud leader's office. Dream egg shells are strewn all across the table and his black slimy pet lurks in the ceiling, watching you.

As Tan Gunagill notices you, he spreads all four arms in a theatrical greeting. "My friends!" he yells. "The time has come for you to show if you have the heart and the liver to be true heroes of the Shroud. Honey!"

A beautiful pazzangan waitress pours you goblets of honey wine and then comes to sit on Tan Gunagill's lap.

"That totem-breaking fool Caillon and the Sable Crown are going to perform some sort of ritual on their ship, The Lanimora's Tear. If completed, the spell will make the Sable Crown much too powerful. I need you to put an end to it. Kill the priestesses on the Day of the Living. And feel free to take their valuables."

He explains the Lanimora's Tear is docked at a Northgate District pier, and the Shroud has set up operations in a nearby warehouse. You will wait there and attack at the opportune moment.

Gain Scenario card 23 "The Day of the Living".

300 An "Honorable" Defeat

You, trained users of weapons, both martial and magical, are defeated by poorly armed homeless beggars and drug addicts. You are already beaten, but some keep kicking you and spitting on you while others go through your purses.

Each Hero gains an Injury card.
Each Hero discards all small circular Herb tokens they are carrying. Then, each Hero spends 5 (you must sell items if you do not have enough). For each they cannot pay, that Hero spends 1.

301 Zhu'Y

Well known in mercenary circles in the Benem area, Zhu'Y is rarely seen without his long, serrated spear. An older horallian with tendrilled sideburns and a discerning gaze, Zhu'Y is a man of action, rarely smiling at anything. "Aye, he never seems to smile," is a phrase coined by many who know of the spearmaster, and he is known to speak out loud to the horallian god Behora from time to time. Between jobs he makes sacrifices to Behora, exhibiting a cool, quiet reverence to the deity.

302 Gramask Retainer

Sergeant Sagittarion summons you to meet him. "I can see you are on the right track to protecting Runedale and the Republic, friends, and I want to clear your reputation. Keep your eye out for Pennark agents, who aim to sow discord and fear to further their own interests."

If you are level 6 or lower and have "Wanted" in your Party Journal, cross it out.

Each Hero gains an extra to spend in this City step.

303 You Have Cracked the Code!

Aha! No detail escapes you. The circle is Runedale and the X marks a spot near the Pit. One of the two arrows is actually a house or a tower. The other arrow means something moving underneath it. Perhaps the murderer escaped through the corridor leading to this cellar. The hasted peasant could also be the acorn of a leech tree. What significance that has, you do not yet know.

You have heard there are old caverns and tunnels and sewers under Runedale, connecting at odd places. Could this cellar be connected to the underground roads under the Pit?

You leave the sound of hymns behind as you follow the corridor away from the murder scene. It seems like someone really has waited these dusty halls recently. The footsteps could lead you to the murderer if you can follow them.

Each Hero: 7 -2 (Venia, Dramosh, Torch, Any Pet: +1)
One or more succeed » 628
All fail » 068

304 Through the Jungle

Having beaten back the disgusting phrenipedes, you move further into the bushes. You breathe the heavy air and marvel at the wonderful flowers in bloom, but that is not why you are here.

The passageway ends at an impassable tangle of vines, one of them clutching a bunch of scrap iron. You remove the magnetic mess and separate the items one by one.

Most is, indeed, worthless scrap, but at the center of it all is a heavy magical Sigil of Ferox. You take the wrought iron sigil with you.

With nothing else to do, you return the way you came, only stopping momentarily to pick a valuable herb here and there.

Gain a Star Lotus token, a Blightcap token, a Voidbloom token, and a Wormweed token.
Write "Overgrown Rooms" in your Party Journal.

Choose one:

A: "Glass Corridor" and "Floating Stones" in your Party Journal » Unlock the door » 633

B: Leave the ruins » 347

305 Fight the Shaman!

The pattangan shaman is still distracted when you ambush him and her spirit animal. As you do so, the bird dressed as a lizard suddenly grows in size into a massive reptile and charges at you!

(Add 1 success to your total for each Pet in your party)
If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 28 or more (6 Heroes) » 140
Otherwise » 496

306 The Cave of Happiness Scenario Card

The pickpockets, cheats and hoodlums of Anglers Pier all seem to report to a pattangan man with long, erect, red dorsal fins, a flamboyant staff, and a belt decorated with skulls. His pet is like a slimy, moving shadow, crawling at his feet and growling at you. For some reason the man approaches you. He introduces himself as Tan Gunagill.

"You fine folk seem like you have a stout heart and a lover brave enough to handle yourselves in the wilderness! I need some mushrooms to be brought to me from an abandoned moonsilver mine and these city vermin are of no use for that. What do you say? We'll split the profits, fifty-fifty."

"Oh yes, they're quite large, so best to bring something to carry them in. I have some cheap backpacks, I think."

Gain Scenario card 5 "The Cave of Happiness"

307 Drugs for the Addict

You give Celestia some drugs and she thanks you profusely.

"We're traveling to Copperton and I'll set up shop there." Celestia says. "I'll become a barber. I just needed a little pick-me-up to help me focus, you know. Thank you so much!"

The caravan continues on its way north and you wish them good luck. Once they are gone, Joian tells you Celestia knows little to nothing about cutting fur. having, like Jonas, grown up with the drug-addicted fisherfolk of Amberyaue.

The Hero who discarded the Achievement gem gains

308 The Dark Army Defeats Alun

The presence of Alun is too weak to stand against such a powerful axe artifact. Your attempt at destroying the coins has activated them instead. The coins turn into demons, some small, some big. They fight against each other and against you.

Each Hero (Axe Hunter, Paladin: +1)

Eventually, the summoning circle lights up and opens a portal which sucks all the demons into the Breach. You leave Skyrender much the worse for wear, having gained nothing. You've had better days.

309 Riabo Tortured

The three of you magically torture Riabo and mentally break his mind. Eventually they give up on the torture and start rummaging through the shop. One of them finds a strange box brimming with mystical energy.

They nod at each other and walk to the portal.

"You know the way. We would come for it. Riabo, you bes mmig" one of them says. They retreat into the portal, which closes behind them.

Riabo lies on the floor, gasping. "Water," it barks.

You offer Riabo a cup of water, but it does not drink it. It pours it on its head. "That's better," it says. "I'd better if you leave now."

It will get no argument from you.

Remove Artifact card 05 "Puzzle Box of Xi-Sai" and Item card 147 "Puzzle Box of Xi-Sai" from the game.

310 The Toad and the Jade Tendril

You hand the Toad Song to the noblewoman w

You realize she is a dark bishop of the demon worshipping sect, the Jade Tendril.

"This is a powerful Breach artifact," says the dark bishop. "Yet I sense little aos in it. It was not made by demons, nor is it used to control them. I will examine it, and desecrate it, and perhaps return it to the Breach."

"You speak like a pagan," says Celestor Rhaenna indignantly. "I will have our Defenders of Truth seize it from you!"

"Nay, you will do no such thing," the dark bishop replies. She opens her fist to reveal some crimson powder, which she blows in your faces. For a second, or a minute, or an hour, you cannot concentrate on anything except how good it is to be alive. When the feeling subsides, she is nowhere to be seen.

Gain +1 Reputation with the Jade Tendril.

311 Webby Merchant

You press your blade against the sticky cocoon and start to cut open the webbing, revealing the purple and grey robes of the Amethyst Order. The hisses are louder now and you realize a Venorian hive mother stands right above you. She starts to weave a web around you! You must break through it. There is no time to save the cosmographer and the warlock now.

-2 (Dreenosh, Torch: +1)
If the total number of successes is 8 or more (2 Heroes), 12 or more (3 Heroes), or 17 or more (6 Heroes) » 444
Otherwise » 067

312 Caught in the Assassin's Escape

As the warlocks run after the assassin and prepare their spells, you attack them. The assassin keeps firing.

-2 (Dreenosh, Jonal, Tactics: +1)
If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (6 Heroes) » 250
Otherwise » 597

313 Eulogy for High Celestor Aurora Bryndelion

Aurora Bryndelion was born in Orrery Hill in the [illegible]th year of the Republic. Her mother was the House Magus and while her sisters and brothers were taught to rule, to study magic and to lead armies, she was always drawn to the pursuit of knowledge and the study of the stars.

She became a student of the cosmos at the age of thirteen and a cosmographer at seventeen.

As Orrery Hill's celestor she oversaw the building of the observatory tower High Eye.

She worked tirelessly to eradicate superstition from the Glanmuat province. The province was declared free of pagans and demon worshipers in the 1311st year of the Republic.

On that day the stars truly shone upon Glanmuat, and Aurora Bryndelion was presented with ceremonial robes adorned with constellations made of pearls. It was said to protect her from magical attacks.

Her career as High Celestor lasted less than a year.

The political machinations of Starhaven proved unInspiring for one who had dedicated her life to science. Sadly her beautiful robe did not protect her from the poison which took her life.

Written by Celestor Baetha of Orrery Hill
In the 139th year of the Republic
on the fifteenth day of blightcap month.

314 Monster Cage

As you touch it, the empty monster cage fades away to reveal a piece of paper. It is a love poem from Lord Wollyon to Lady Reiliss, which now starts to ring all over the mansion.

"I'll protect you from your sister's claw
Keep the demons from your door
Dreams are like magic
Scaring the truth away"

Shuffle 3 random Fate cards (2 Heroes), 2 random Fate cards (3 Heroes) or 1 random Fate card (4 Heroes) from the Fate discard pile back into the Fate deck.
Gain an Inspiration gem
Write "The Power of Love" in your Party Journal.

315 "Move Along"

The guards inform the Sergeant they have found nothing out of the ordinary.

"Very good," says Sergeant Sagittarion to you. "Stay out of trouble Heaven protect."

With that, the guards are on their way, stopping other passersby.

You may reveal another City Event card.

316 Journey

The night before the Day of the Living you travel under the cover of darkness to the Northgate District. You find the warehouse and a Shroud member in a hooded cloak sets you in. The Shroud gangsters inside are quietly preparing for the attack. From an upper window you can see the Lantimoria Tear. For now its deck is deserted. You lie in wait.

317 Burning Sun!

Jagged spears clash with your weapons as you fight the Sunshine Legion

+2 (Dretnoth: +1)
If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 335
Otherwise » 905

318 The Teleporter Puzzle

Riabo has a strange object in his hand when you enter his shop. "Oh this? It's supposed to be a toy, but whoever made it has a strange idea of how to entertain children. Anyway, I can't fathom it as apparently it requires multiple people to play. Here, you just twist this part and..."

If you want to play the teleporter puzzle now » p. 66 and close this book.

319 The Cold Never Bothered Him Anyway

The crazed cryomancer hits you with a blast of ice and the blizzard continues harder than ever. You must escape the slippery bridge before you freeze to death.

Each Hero loses 3 and suffers 2 damage.

320 Let the Assassins Kill the Boryat

You retrace your steps back as the assassins close in on the boryat.

"You ate my bread, but you will not help me now?" he asks you, accusingly.

The pattangan assassin puts a long pipe to her lips and blows a dart at her target. Out of nowhere a red claw appears and grabs the poison dart in mid-flight.

"Fools!" the boryat says. "I have friends much more powerful than your meager weapons can handle."

Unfortunately, no more of his friends appear and soon the assassins are covering his large and hairy corpse with a cloth and carrying it off. They also remove any items he was carrying, as well as his tent, and even the black bread.

"You were wise not to defy us," the pattangan says. "The Shroud will remember this. Bright evening to you and your spirits."

Gain +1 Reputation with the Shroud.

321 Entrance Granted

"Everything seems to be in order here," says the celestor.

Choose one:

A. Spy on the tower » 210
B. Visit the bazaar » 700
C. Continue on your way to Singvale.

322 We Wouldn't Rob You!

The kids realize who you are and apologize. They also whisper something to the old woman.

"Oh, good day to you and your spirits," she says, and the whole group leaves you alone to go about their business.

323 A Home for Filth

You give Filth a scarf to wear as a cloak so it is not so easily recognized.

"Thank you, gentlefolk, thank you! Filth knew you were nice people!"

You seek a home for Filth and eventually find a healer woman near the river in the Northgate District. Old Mehbet takes Filth under her protection and is so happy to have a little assistant that she gives you a reward.

"Thank you, thank you!" Filth says, happily, curling in a basket by the fire.

Gain item card 052 "Potion of Healing"

324 Keep the Orb

You take a moment to decide who should carry the Orb of Aex. Who would be the most resistant to its effects? Or who could best harness its power?

Eventually, you make your choice.

Gain item card 162 "Orb of Aex"

325 High Celestor's Robes

The cosmographers are reluctant to meet with you and inspect the robes. They themselves wear only simple hairos.

"Aye, this belonged to the High Celestor Aurora Bryndelion. One such as you may never wear it."

When you ask about the High Celestor's fate, the cosmographers grow silent.

"We believe in knowledge, but sometimes it is best not to know. Especially if you are not completely initiated into the mysteries of the cosmos. Only then can you arrange the constellations on the back."

They suggest that they buy the robes for 20 stars. "In fact, it is best for you if you sell it."

Choose one:

A. Sell the Robes. Remove Artifact card 07 "High Celestor's Robes" from the game and gain 20
B. Keep the Robes. Maybe if you were more trusted by the cosmographers they would be more helpful.

326 Ungrateful Cavern Master

"How dare you interrupt our game, you totembreaking child-eaters? I'm the cavern master and I say when the game is over!"

Demargam kicks you and runs away.

327 Time To Attack

You tell passersby to clear the park as you lunge at the gangster. She has piercing green eyes and long nails, also painted green, and she starts chanting as you approach.

"Oh, it's you, freak," she says as she recognizes Jonas. "I'm sorry to see you haven't found better company."

» 233

328 The Culprit Caught

Disguised in cosmographers' robes, you observe the cultist, and notice the stench of aex all about him. He is copying an old tome written millennia ago by a boryat philosopher who had a demon kept in captivity to study it. One might have good reasons for reading a book like that, but this person clearly does not.

You quietly ask the cosmographer librarian if she recognizes this person, and she says he is from another city. You tell her he is, in fact the infiltrator they are looking for.

The librarian summons some Defenders of Truth, the cosmographers soldiers, and they capture the demon worshiper.

"I thank you for helping us protect the Republic from superstition," says the librarian. "One day I would love to personally show you more of the Pinnacle Library."

Gain +1 Reputation with the Cosmographers.
Each Hero gains 2
Write "Library Card" in your Party Journal.

329 Journey

...it takes you to the catacombs below the city. While expertly navigating them, she sings an old folk song.

"Runedasians they answered him
who bore the gem and snake
Will you our battle-leader be
and free our town from yoke?
I will your battle-leader be,
Star Dastro told them fast,
if you will swear allegiance
to the banner of Gramash."

The song echoes in the hollow catacombs.

You reach a tiled corridor where each door bears the emblem of the Gramashs or some other allied noble house. You must be under the Gramash Palace.

Cel approaches a particular door which has been sealed shut. From inside you sense only death. She speaks a few strange words and presses her hand against the door. It glows a dark purple for a second and then opens with a crack. To you, her magic felt somehow ghoulish.

"This is as far as I come," says Cel. "Inside the tomb you will find what looks like a large black egg. Bring it to me. You may have to open some sarcophagi. Whatever else you find in them you can keep."

The doorway leads to some stairs and you descend into the sepulcher.

330 The Serupod and You

Strange images of loneliness and fear plague your mind as you approach the tentacles. The moment you touch one of them, a powerful psionic wave bursts from the serupod.

You realize you were about to commit a horrible mistake. The serupod is surrounded by gravenobbers and you must protect its corpse! You must attack these fiends!

Each Hero: 5 +2
Fail » Choose another Hero. The chosen Hero: 4
If at least 1 Hero succeeds:

After the attacks, the serupod's psionic force wears off and you can finally harvest its warts.

Gain 1 Serupod Sucker token.

331 Fiends Stalked

The vespirs attack the fiendstalkers as you approach the nest. You sneak in from behind and force the monsters to abandon their home. The mercenary commends you on your quick thinking while the warlock instructs the fiendstalkers in the harvesting of vespir eggs.

You all return to the castle exchanging stories of your adventure. The mercenary points you towards the recruited stalls in the market which will now be open to you.

Write "Fiendstalker" in your Party Journal.
- 472

332 Repossession

You peer into the sarcophagus and reconnect with your lifeless corpse with a piercing surging noise. You sit upright and climb out. That was an experience you won't soon forget.

Remove the Counter die and tokens from the appropriate Sarcophagus area.
If you have a token below your Hero board, place it into the same area as your Hero.
Remove your Spirit card from play and place your Extra Actions board next to your Hero board.
If you have not performed your action this turn, perform the rethink action instead. You may still perform any maneuvers you have remaining this turn.
If all Heroes have repossessed their body, read Outcome 1 Scenario Success.

333 The Demon Officer Defeated

The [illegible] has fortunately [illegible] you suffer grievous wounds. But against all odds you manage to slay the demon.

Gain a Demon Eye token and a Blood Crystal token.
Venla gains an Injury card.
Each Hero suffers 2 damage.

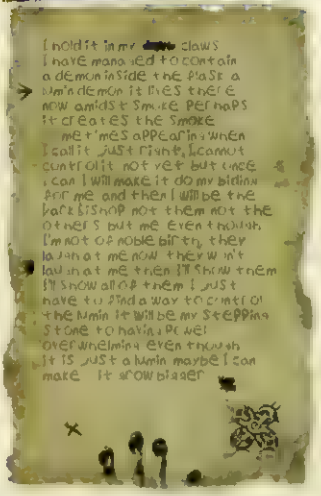
334 Decipherable

At first it looks like gibberish, but you spend long enough with the treatise that you manage to understand the magic contained in the Agarian script. You attune yourself to it and suddenly the text makes sense.

It is a geomantic spell that can be cast through an agura crystal to make a Doom Knight painfully remember its past as an agurian.

Write "Nostalgia" in your Party Journal.

335 A Lumin in a Bottle


I hold it in my [illegible] claws
I have managed to contain
a demon inside the flask a
lumin demon it lives there
now amidst smoke perhaps
it creates the smoke
me? mes appearing when
I call it just right, I cannot
control it not yet but once
I can I will make it do my bidding
for me and then I will be the
darkishop not them not the
others but me even though
I'm not of noble birth, they
laugh at me now they won't
laugh at me then I'll show them
I'll show all of them I just
have to find a way to control
the lumin it will be my stepping
stone to having power
overwhelming even though
it is just a lumin maybe I can
make it grow bigger

336 Disciple of the Circle

You are invited to visit the Tower of the Seventh Circle, where Nadarin Warlock of the Second Circle. Once again you have proven yourselves capable in helping the Council of Eight protect the secrets of old. You are hereby made disciples of the Circle and are welcome at the Tower at anytime.

Place a Stop sticker on the leftmost empty space on the "Amethyst Order" Reputation track. You may no longer gain reputation with the Amethyst Order.
You gain the permanent benefit "Magical Help".

337 Journey

As you move in [illegible] you can see the [illegible] Some of them are wearing hats with a picture of a fiery sun on some have shirts with an armored worm cruelly drawn on them and others wear scarves depicting a long, [illegible]-legged creature. None of them have items of clothing with an image of any of you on them. What do they know that you don't?

338 Scroll of Healing

The mushroom makes a strange, screaming sound as it is destroyed. Inside you find a decorated tube made of bone containing a magical scroll.

Gain Item card 044 "Scroll of Healing".

339 Defeated by Chirelids

You try to break their scales and suck away their agura power, but the chirelids are too powerful. Making a strange undulating sound, they gnaw at your flesh and devour your magic.

Eventually, you are forced to abandon the witch to save yourselves. Back in Agemonia you release the mounts and leave the portal behind you.

Each Hero 5

340 The Airship Cultists Defeat You

You fail to the combined power of the cultists and the demons they are allied with. They kick you out of the gondola and summon demons to power the broken airship.

The children cry and try to run out of the rising ship, but their mother is holding them tightly so they do not fall.

Two more demons suck the blood crystal from the ground before disappearing.

Each Hero

341 Journey

You travel south along the well kept road and then turn east towards Pennark Province wherein the Blade Thicket awaits. However a brick wall intercepts the road and the only gate is guarded by a group of soldiers wearing gray tabards with a blood red basilisk on them — the emblem of House Pennark.

"Heaven protect, pilgrims," their leader says. "To continue on the road, each of you must pay the toll."

Choose one:

A. Spend 2 for each Hero + Pay the toll
B. Turn back and back your way through the bladethorns instead - 490
C. Pretend to leave, but try to sneak past the soldiers through the woods.
Each Hero: 3 +2
One or more fail + Each Hero suffers 1 damage. Choose option A or B instead.

342 Escape from the Tavern

You are heavily outnumbered and must escape the tavern!

Each Hero

343 The Grove of Death Scenario Card

While browsing the wares at the stalls of the Round Market you overhear a loud conversation.

"Nay, it is not for us," says a nilteegir mercenary to a Pennark knight. The mercenary is sitting by a drinks booth, sharing a bottle with a huge miniature and a carved aquarian.

"Perhaps I didn't explain it properly," the knight replies impatiently, standing next to the mercenaries. "Lord Wollyon Pennark himself would like for you to take care of the pest problem on his western estate."

"I understood, and I said nay. May the stars shine upon you," the mercenary says with a tone of finality.

The knight exasperated, turns to you. "I will lose my head and tail if I do not find someone for this job. Who can I ask?"

Having no other option, he explains the job to you.

"House Pennark owns the forests just west of here. A benethid has made its nest in a gravesite which was once revered by the pagans. Now Lord Wollyon needs someone to defeat the monster. Please come and talk to him at the Pennark Mansion, and you can negotiate the price."

Gain Scenario card 9 "The Grove of Death".

344 The Clever Way of Doing This

You go around the building and climb on top of the partly collapsed roof. From there you can indeed see a quivren scale shrine with a horn on top of it. That must be the urn of life!

The urn looks fragile and you start throwing stones at it. It should break eventually.

As you do so, large boulders start dropping on you from the sky! They hit you with great force and even damage the temple. You take cover and look up to see a huge bird, or maybe a quivren, circling in the sky above you. If it is a quivren, it probably has much worse in store for you!

Each Hero suffers 2 damage.

Choose one:

A: Enter the Quivren Temple. » 125

B: Continue on your way, disregarding your vow to Mazurak. » 615

345 Hire a Thieves

Vaselon takes you to his cellar and explains the rules of King of Thieves. It is a simple game of chance played with dice. You might be able to cheat him, if you are willing to risk it.

Choose one:

A: Play fair and square. » 446

B: Try to cheat. » 248

346 Vespir Friend

You release the vespir from the warehouse and it flies off with a delighted squawk, which gives you a warm feeling inside. Just as it is about to fly out of sight, it turns its head as if to thank you, or maybe to remember what you look like should it ever see you again.

Write "Vespir Friend" in your Party Journal.

347 Leaving the Skyfford Ruins

You leave the eldritch remains of Skyffort Castle behind you. Once you are far enough away, the magnetic pull no longer affects your equipment and you are free of the strange powers of the Skyffort Ruins.

348 Old Mebbet's Advice

Old Mebbet is a healer who lives in a shack by the river in the Northgate District. Your gift of herbs is very welcome and she examines them carefully before hanging them from her ceiling.

"There there, my babies," she says to the herbs. "Nay, nay, I know nothing about the pagan goddesses," she says. "They're forbidden, they are."

You do your best to convince her you are not trying to look for heretics and even show her the figurine. When she still seems reluctant, you give her a few coins.

"Well, I suppose there are some priestesses left, but they don't live in town. You should seek out Astria on the hill to the north. If you bring her a pack of blue silk embroidered with a star lotus, she will be very happy to see you."

Place a Progress sticker on slot 2 on Artifact card 10 "Figurine of Lanimora"

349 The Blood Knight Bests You

With the power of Mazurak on his side, the Blood Knight is nigh unstoppable. He defeats you all single-handedly, ties you up, and leaves you to watch as he sacrifices the blood crystal to Mazurak. When he turns, you see his eyes glowing red.

"O Mazurak, would you like to taste them, too?" he asks the goddess, offering you up as a sacrifice.

You cannot hear the answer, only the falling of the raindrops.

"Some other time, then," he says to Mazurak, bows, and leaves you alone in the rain.

It takes you a long time to cut through your ropes and even longer to dry off.

As you are drying, you hear the quivren's voice. "I am so very disappointed."

Each Hero suffers 2 damage and spends 4.

350 Birdie Stored

You may cross out "Birdie Stored" in your Party Journal to gain equal to your Level + 8.

351 3 Runic Plates Placed

Jangam: *"Yes! Get those beasts!"*

Nebulon: *"They're half way there. Can they go all the way? Are you missing that beating slip in your lower left hand, Jangam?"*

Jangam: *"This little baby is going to pay my dues for a month."*

Nebulon: *"Doesn't it say 'to lose' on it?"*

Jangam: *"Wait, 'to lose'? Nooo! Come on the beasties!"*

Nebulon: *"Oh, Jangam."*

352 Magicanism Remains Broken

You find a lever but there is nothing to attach it to. Eventually you give up your search and start pulling the items off one by one.

» 721

353 A Lesson in History

Celestor Rhaemna, leader of the cosmographers in Runedale, decrees to the onlookers, "That statue represents a dangerous superstition and a bloody regime. It should have been removed back when the city was liberated. It is my unpleasant duty to demand it be done now."

"Nay," replies Sergeant Sagittarion. "Destro Gramask united the common people and the cosmographers to fight against the queens and the pagan priesthood. It was never a fight against the goddesses, and many pagans fought for the liberation as well."

There are cheers for Destro Gramask, and someone even starts singing a folk song about him.

"Blasphemy!" cries the Celestor. "The old beliefs were made illegal, and this is a reminder of our bloody past." The crowd now cheers at the Celestor and boos at the Sergeant.

"Aye," the Sergeant agrees. "And an important reminder it is."

You remember hearing stories about the Benemi's Three Queens Era, which ended with the War of Liberation. That is when the pagan religion was banned and Benem declared a republic. Victory Park was built to honor the liberation. Since then, the cosmographers have taken over many of the functions performed by the priests of old, and the leader of the mutiny founded the House of Gramask, which has ruled over Runedale ever since.

"As the stars are my witness, sounds like you are a pagan sympathizer yourself!" Celestor Rhaemna accuses.

Sergeant Sagittarion is taken aback. "How can you say that? I have ever been the most devoted servant of science!"

Some of the nihtcegris around you boo at the Sergeant, others at the Celestor. There is pushing and shoving, and you notice there are both cosmographers and city guards standing at the edge of the crowd. This could get ugly.

Choose one:

A: Turn the crowd against the Gramasks and demand the statue be torn down. » 952

B: Turn the crowd against the cosmographers and demand the statue is allowed to remain. » 137

C: Stand back and let the infighting commence. » 231

354 The Debt Paid

It is a large debt, but you pay it. Oravo Shamtel says the matter is now closed and asks you to leave her office.

If you have "Indebted" in your Party Journal, cross it out.

355 Circling Vespirs

The number of vespirs circling above the trees is increasing. The larger the group gets, the more are attracted. Soon there may be enough of them to attempt an attack.

356 Protect the Artifact

You are attuned to alun and understand that the ancients placed their artifacts where they are for a reason. They should not be tampered with.

The artifact is trying some sort of telepathic defense against the archaeologists, but could clearly use more power. You attempt to connect with it and lend it yours.

Each Hero spends 3.

You feel the artifact some of your power and soon you see the effects are working.

One pattangan dagger complains that the digging is too difficult. She quits. Then some of the others join in. "The ground is too hard!" "The shovels are no good!" "The artifact is fake!" "The sun is too hot!", while others complain that they are not getting paid enough. One by one the diggers quit.

Even the priestess of the Fifth Eye seems to be having second thoughts, and after a while she also abandons the effort.

"To be honest, I think we need this not," she tells you, excusing herself.

The archaeologists leave and you are left alone with the artifact. It radiates positive alun energy towards you as you cover it in dirt again.

Gain +1 Reputation with the Keepers of the Breach

Each Hero gains .

357 Escape the Serupod

You run as fast as you can to escape the serupod. It keeps stalking you, floating over ditches and fallen trees without effort. You decide to run in different directions, confusing the creature. The fastest of you manage to get away as it goes after the slowest. Then, the fastest draw the serupod's attention so it starts to follow them again.

?, ?, ?,

358 The Portal Truth

You admit you failed to close the portal, but know that it was used to summon Graznak.

"It is as I suspected," Hemet One-Flame says. "You are not equipped to handle an Orb of Power, for it is an artifact only the wisest and mightiest may use. And in truth, the Order is aware of these items, but has none in its possession. I suggest you forget all about them."

You do not bother explaining to him that you already have one. One of the cultists tries to say something, but Hemet One-Flame punches him in the face. Then he looks at you again.

"Nevertheless, you surveyed the area and survived to tell the tale, and that is not meaningless. Rather, you did better than our own agents we sent there earlier. Allow us to compensate you for your troubles." He nods to Otava Shamiel who hands you a small purse.

"Remember," says Hemet One-Flame, "the Amethyst Order is your friend."

Each Hero gains 2

359 Lie to the Ignisaur

You tell him you have not seen his purse, but will let him know if it turns up. He looks at you suspiciously, perhaps sensing the lie.

Choose a Hero. That Hero: 7 +2 with the Jade Tendril: +1
Success » 017
Fail » 107

360 Never Try to Outswim a Horallian

You run to the edge of the boat and bravely dive into the sea. You can hear others jumping in behind you, but when you look, you see only the croupiers, not the mercenaries.

Of course, horallians live under the sea, and you are no match for them in their natural environment.

If Zuva Sal is in the party » 175
Otherwise » 150

361 It's Alive!

You reach the top floor of the tower, finding the strangest laboratory you have ever seen. At first you think there is a row of statues here but soon realize they are mourniless agurians, the light in their eyes now dead.

Next to the line of agurians are an Amethyst Order official and a tall ignisaur veiled in scarves of yellow and blue: an assassin of the Shrroud. You stay in the shadows taking all this in.

One agurian lies on its belly on a sturdy leechwood table surrounded by aax witches and soldiers. Magus Laghsss Maadarrk joins them, wearing a leather apron and gloves like the witches. She commands them to start, and the soldiers pick up large tongs with which they pry the aguna crystals out of the agurian's back.

The crystals are carefully placed in a basket, which a servant then takes out of the room. A witch brings in another basket, this one full of blood crystal. The witches carefully fill the empty holes in the agurians back with blood crystal, the stone body jerking a little after each one.

After this is done, the witches begin to chant and channel aax energy. Horrible fears and horrors fill your imaginations as the evil powers pervade the room. Soon the aax-infused agurian stands, clumsily at first, but fuelled by murderous potency. It is alive! But no longer an agurian. It is an abomination, a living corpse controlled by the whims of its creators!

"One more doom knight to face the ustrigs," says one of the witches gloomily.

"Nay," says Magus Laghsss, "the magister had something else in mind."

"Aye," says the Amethyst Order official, "our veiled friends in the Shrroud will deliver this one to serve a noble house."

They order the doom knight, its eyes blazing crimson, to move to the window where it is lowered down to the ground floor.

You quickly escape the room.

Write "Maddark Tower" in your Party Journal.
If Torran is in your party » 670

Otherwise choose one:

A. Visit the bazaar » 700
B. Continue on your journey

362 Runic Help

"Hmm, let me think... Yes, I remember the runes for 'A' and 'R'."

Rialso writes the runes down on a piece of paper and hands it to you.

A = ᚨ R = ᚱ

363 "We Will Obey."

The emptiness in the drug addicts' eyes is replaced by another kind of void. They are calm and pacified and decide to leave you alone.

Cross out "Hated by Beggars" in your Party Journal.

364 Points For Trying

The redskulls are not a pleasant sight, even from afar, but when they are holding you down and beating you up, they are even worse.

Lady Pennarh cackles menacingly.

"You are fools to try to liberate him. Felim Howell led a group of criminals on an attack on Pennark Keep, and will be harshly punished. And soon Kyther Point will once again know the meaning of the law."

From inside his mobile cell, Felim Howell sends you feelings of gratitude and remorse.

Each Hero suffers 2 damage and loses 3

365 Festival of the Spirits in High Spirits

The shaman chieftain agrees to send some warriors and hunters to assist in the battle, but you are not sure on which side.

Meanwhile, you are offered food and honey wine, and wild dancing to the rhythm of clackers.

The warriors return, slightly wounded, but carrying valuables. Whether they are rewards or loot, they will not say. They keep what they found, but the thankful shaman chieftain presents you with herbs from their village and an amulet signifying you are a friend of the Istajin tribe.

Gain a Bitajin Amulet token, a Voidbloom token x 2, a Boghtcap token, and a Wormweed token

366 The Thralls Unpsionized

You manage to break the telepathic shackles that hold the thrall captive. He blinks for a while, and then his eyes focus on you.

"On this day the stars shine upon me," he says. "Thank you! Let us free the others from the yoke of the Creator."

You go to work and free the others. The psionic power that held them flails more and more erratically as it feels its grip loosening. Eventually you escape with all the thralls. They are thankful, but have no reward to offer you.

Each Hero:
Each Hero gains an Achievement gem

367 The Goddess is Unconvinced

The light on Mazzarak's serpentine eyes turns red and you feel the forces of death and decay pull down on you and make you weary. It is cold and you are miserable.

"You should not have tested my patience. I will give you a taste of my power. You cannot handle it!"

Each Hero gains

"Now, do you understand my power? I ask you once more: will you do my bidding? Or stay cursed?"

Choose one:

A. Accept the quest now. » 249
B. Continue on your way

368 Piece of a Stone Statue

Inside the mushroom you find a piece of a stone statue. It seems to be a chin or a cheek.

Gain a token.
The token counts as an item with an encumbrance value of 2 and represents a piece of a statue.

369 Hemet's marriage

You take the marriage certificate to Hemet One-Flame.

"Sun's fire! How did you get this?" he asks furiously. "Never mind, this was a foolish mistake I made in my youth. I no longer have any feelings for Essylit, except resentment. But it would be bad for my reputation if this got into the wrong hands. I thank you for bringing it here, and here's a little something for your troubles."

Gain 5
Gain +1 Reputation with the Amethyst Order

370 Kill the Gangsters

"If that's how you want to play it," the ignisaur says. He opens the pouch he took from the boat and pulls out some magical powder. He places his hand under his snout, and blows the powder towards you. You feel your movements slowing down and you see the attacking buryot as if in a fog. You do your best to shake the effects, but it is difficult, especially as you are being attacked.

Each Hero: 7 +2 Blightcap token +1
One or more succeed » 679
A Fail » 401

371 A Sail-By Shooting

You shoot at the unsuspecting guard from the ship.

[Zuva Sal: Spell Sniper skill, Jonai: Targeting skill, Matajam: Targeting skill: +1]
If the total number of successes is 12 or more (2 Heroes), 17 or more (3 Heroes), or 24 or more (4 Heroes) » 289
Otherwise » 094

372 Bessor Assassinated

With the Sable Crown brigands dead or fled, the pirate stands alone against the Shrroud and you. In one last desperate attempt, she tries to play mind games with you.

"Don't you see it? Your lords and ladies are using you. They take the fruits of your labor and leave you with nothing but comfortable lies. The sea is rich and there would be plenty for everyone if you divided your possessions more equally. But no! The lords and ladies take everything."

That's not true," says one of the veiled assassins as he pierces her with his sword. "We do the taking." The pirate draws her last breath on the ground, and the assassin grabs her purse. He throws you some coins and keeps the rest. "And now to collect our bounty."

A few coins is not much of a reward, so it is only fair that you should loot the body. You only find one strange coin tucked under her belt.

Gain +1 Reputation with the Shroud.
Each Hero gains 2 [coin].
Gain Item card 112 "Lucky Coin"

373 The Solution

You take the goblet to the Mossy Stone in Northgate District, where the few aguirans of Runedale tend to congregate.

As you enter the place with your companions, the low humming stops abruptly and everyone looks at you with their aguira eyes. Everyone else is an aguiran. But you descend the stairs and join them.

"What is your solution?" asks the bartender.

You order a round of cheap drinks for everyone.

"Ah, yes, alcohol is a solution," he asks, and introduces himself as Omox.

You ask him to pour your solution into the goblet and he complies.

"You don't see many of those in here," Omox says. "From Lok Turan, right? Come back when we are less busy and we will take a closer look at it."

Loose 2 [influence].
Place a Progress sticker on slot 1 on Artifact card 05 "Goblet of Thane"

374 How About Some Corruption?

You strike up a conversation with the bored gaoler.

"Wait, you're not trying to swindle me, are you?"

You tell him he is much too smart for that.

"That's right. If only the Sergeant could see that."

It is a shame a man of his talents is wasted here. He should be making top Star. You ask how much he makes now.

"Only five moons a week," he complains. "And I've got four mouths to feed! And a girl!

Fortunately, you have some coins hidden about your person, and could really use his help.

"But I'd lose my job."

You promise to make it look like he fought you. Eventually, he agrees. When the other prisoners are asleep, you hand him your money through the bars, and he releases you. Then you hit him in the head to make the escape look real.

Spend 5 [coin]
→ [book] 455

375 Ornate Clay Urn

As you touch it, the clay urn fades away to reveal a glittering blood ruby. You sense the power of Aox bless you as you hold it.

Gain a Blood Ruby token [image] and [image]

376 Fake Beggars

You put on rags and spend the day on the outskirts of the Northgate District. Some beggars approach you as you are on their patch.

If you have "Hated by Beggars" in your Party Journal → [book] 595
Otherwise → [book] 092

377 The Five-Maw

378 Clever Lies

Aye. Well, you did your best, I suppose," says the sergeant, and gives you back the deposit.

Gain the set aside items back
Gain -1 Reputation with the Shroud.

379 First Attack

Write "Prisonic Attack" in your Party Journal.
Each Hero [3] [2]
All succeed → [book] 122
Any fail → [book] 209

380 A Figure Appears

As the stars and the old goddesses are my witnesses, you will get away with this not," cries someone at the cave entrance.

You turn and see the menacing, powerful figure of Caillon, the kamedalic leader of the Sabre Union. He gives a signal to some unseen accomplice and the barricades explode. Then he draws his weapons and joins the melee.

For each Barricade token (intact or broken), reveal and resolve a Trap card in that area and place the Barricade token by the side of the scenario map without flipping it. Do not shuffle the Trap cards back into the Trap deck until you have resolved all 3.

Reveal [16] and spawn Caillon in the area containing [ring] Bandit Brutiser standee #4.

381 Honest Cosmo's Auction Tent

"Sold to the Priest of the Fifth Eye in the front for five stars! Come and claim your prize, brother!"

The auctioneer is a short nihtaegri man in a tall hat, selling animals to the highest bidder.

Next, he tries to sell a fat mooncoon, which might make a lazy pet for a noblewoman. Some people bid for it, and you exchange a few words amongst yourselves.

"Sold to the mercy crew at the back for three stars! Come and claim your mooncoon, gentlefolk!"

All eyes turn to you. Did you buy a mooncoon? Why would you need one?

"Quickly now, gentlefolk, so we can get on with it," yells the auctioneer impatiently.

The pressure from the crowd is too much, and when he shoves the mooncoon in your arms, you no longer have a chance to explain the mistake.

You now have a fat mooncoon. It purrs.

Collectively lose 5 [influence]. If you have less, lose all your [influence].
Write "Fat Mooncoon" in your Party Journal.

382 Another Great Show

A fair number of fans made some good start on their bets tonight, and they show their gratitude with their tips.

After the contest you are healed for free.

Each Hero gains 10 [coin] and an Achievement gem [gem] and discards all their Injury cards.

383 Challengers Lose

You start chatting with the challengers. The locals, accustomed to arena battles, start betting on the match. The challengers are surprisingly adept and have many clever tricks up their sleeves. But so do you!

You depart them in an impressive display, and are awarded with money and fame in Kyther Point. Happy to meet such master gladiators, the challengers take you to their favorite tavern for an unforgettable evening.

Each Hero who has "Entry Granted" in their Hero Journal gains 20 [coin] and an Inspiration gem [gem].
If "Felim Howell Rescued" is in your Party Journal → [book] 439

Otherwise choose one:

A. Continue shopping in Kyther Point → [book] 217
B. Leave Kyther Point

384 Report of a Toxic Wand

Dear Madame Ysmeria,

Heaven protect.
You have exclusive to the Amethyst Order that your white silk caravan was attacked on the way from Mondwood back to Runedale. According to your wizard, the caravan was devoured by a giant bird of prey, seemingly dead and yet flying and clawing and pecking.
This explanation does not satisfy the Amethyst Order. The dangers of such a voyage are well known and the company had provided you with both guards and sorcerers to assist you.
We also find it highly unlikely that you would be able to defeat such a creature alone after the use of the assassin had died. The claws of you poisoning the creature by hitting it with a quarterstaff, which is wood, seems spurious at best.
First, to our knowledge you are not a lone ranger.
Second, a toxicologist would know the difference between a carcass and a poison. What you mention are bones.
Third, the effects of a magic wand cannot be amplified by bones.
Fourth, the use of such bones as you mention, is illegal.
A copy of this letter will be stored in the Amethyst Archives and at the Palaces.
We eagerly await further details regarding the events of your journey.

Olara Ramiel,
Assistant to the Director, Amethyst Order

385 The True Ferocities of the Fiendsta

The warriors of Agemonia are many and well known to fame. There are legions, chivalric orders, bands of mercenaries, guilds of assassins, and armies of peasants. But while most excel at fighting other soldiers, there are less those who train specifically to hunt monsters. Some might consider this a less glorious business, and it certainly is more dangerous.
The most prominent monster hunters are the fiendstalkers of Dreune, who train for many years to use all kinds of martial and magical weapons against the terrible beasts that live in ancient woods.
Only a select few are allowed to join their ranks as pupils, and most die a bloody death before they are given the sacred oath of graduation. The leaders of their order are second to none in the art of combat and can easily defeat an ignisaur soldier or a whitegrin knight in a duel.
The mysteries are many surrounding the fiendstalkers for they protect their secrets as only the truly pets with great care. Rumors abound of strange rituals where the fiendstalkers perform unspeakable deeds with huge captured monsters to prove their unwavering courage and unmatchable strength, but what truth there is to them cannot be said. Do they wear the skins of the monsters? Do they gain strength by drinking monster blood? If such claims are true, it would explain why the fiendstalkers are so tight-lipped about their practices. If they are false, do they hide behind them to protect rituals even more gruesome?
I cannot write any more since a fiendstalker pursues me for wandering them.

If you have "Fiendstalker" in your Party Journal, go to 129

386 Green Circular Star

"ECLIPSE" the voice booms out.
The scroll reads, "A change of shape is all you need."

387 The Shadow Goggles

You put on the mask again, but no vision is triggered. You are yourself. Just to make sure, you look into a mirror. You see yourself without the mask, but behind you, a short figure approaches, its bulging eyes glowing red-hot. It is The Feather wearing the goggled mask.
"So, you have my mask now," she whispers. "I will be coming for you." Her cold blade presses against your throat as she prepares to murder you...
You wake up, realizing it was a nightmare. You feel your throat. It remains uncut. The mask is in your bag. The Feather is not in the room. Unless she is invisible.
You try to go back to sleep, but cannot.
In the morning you realize the goggles have activated and are glowing with a dim crimson luminescence.

Write "Target of the Assassin" in your Hero Journal.
Lose 3
Place a Progress sticker on slot 3 on Artifact card 02 "Shadow Goggles". Remove that Artifact card from the game and gain Item card 145 "Shadow Goggles".

388 Order Must Be Upheld

It is unclear what authority the bailiff is working with, but he is clearly on the side of law and order. You help tie up the rebels as the redskulls beat them to death. Unfortunately, some of the locals manage to escape.
"Don't worry about the fled insects, we'll catch them sooner or later." Bailiff Iartheet tells you. "You did well. I'll put in a good word for you with Amon Pennark."

Gain 1 Reputation with House Pennark.

389 Journey

The Pennarks have not only taken Runedale, but are threatening to conquer the island principality of Mossport, as well. Mossport houses the Mossport Monolith, an obelisk connected to the two beacons you have discovered. If you managed to secure the obelisk for Amon Pennark, nothing could stop him from conquering Agemonia.
You leave the Pennark-occupied Runedale and head for Kyther Point, a harbor town in the heart of the Pennark lands. From there you can catch a ship to Fort Pennark and then to Mossport.
You take a Pennark ship downstream along the Throyle and then upstream along the Tharyn and then march along the well-traveled road east. On the way you are greeted by many Pennark camps and outposts.
Kyther Point itself has rebelled against the Pennarks and entering it might prove difficult, but even so, your best bet would be to try to catch a ship from there to Fort Pennark.

390 Mix Some Ingredients

You pour some oil and water into the same cup and try to mix them. They do not mix. You add crushed herbs and some sort of magical powder and see green bubbles and pink smoke rising from the flask. It smells kind of funny.

Place a token on Story card A and roll a Counter die:
1-3 = *The whole laboratory explodes!* **Each Ally suffers 5 damage.**
Each Enemy suffers 3 damage (ignore).
Remove Story card A from play.
4-5 = *Poison gas immediately fills the room.* **Each Ally and each Runedale Watchman suffers 2 damage (ignore).**
6-7 = *The concoction flashes with beautiful colors.* **3**
8-9 = *You manage to make someth ng:*
Gain Item card 058 "Ophira's Mind Elixir"
10 = *You manage to make something!*
Gain Item card 033 "Elixir of Healing"
= *You manage to make something!*
Gain Item card 039 "Draught of Veils"

391 Umm, We Found It?

You try to explain how you found it, no, actually, you took it from grave robbers at the crypt, no, who had come from the crypt, you were not in the crypt.
She has decades of experience in finding out the truth from people who try to hide it and eventually makes you talk.
Frowning, Celestor Rhaenna says she should report you, the guards, but since you eventually did the right thing by bringing her the egg, she will let it go this once. She pays you a very meager reward.

Each Hero gains 3

392 Amon Defeated?

You manage to defeat Amon Pennark, but he is magically saved from death. His signet ring flashes and teleports him to safety, but the ring itself falls from his finger onto the floor with a soft clinking sound.

If the final damage to Amon Pennark was from an attack, the Ally who made the attack suffers damage equal to the damage of that attack.
Gain Item card 120 "Pennark Signet"

393 Say Nothing

You would never snitch on Caillon or the movie Sable Crown to a hardened criminal like Tan Gunagill. You tell that child-eater to go break his totem.
His eyes become mean little slits as he looks at you. "Your heart is craven and your liver is weak," he says.
As he speaks, he makes a small gesture with one of his hands, and several Shroud assassins jump at you from the shadows. Gunagill himself spews burning flames from his staff, and Mazaq bites you before disappearing.
Fortunately, you were expecting a fight and have a few tricks up your own sleeves. As you back off, you manage to thwart the other assassins' attacks, but Tan Gunagill may be too much for you to take.
You feel your minds poked as he attempts some sort of psionic mischief. Before he breaches your minds, a shower of arrows hit many of his cronies. Since you already have some idea of where the Sable Crown's territory is in the city, you lured the Shroud here. Once your rebel allies join the fight, you manage to escape.
As you retreat into the moonlit streets of Runedale, you hear Tan Gunagill's words echo after you. "I swear on my totem, you will regret this!"

Write "Sided with the Sable Crown" in your Party Journal.
Place a Stop sticker on the leftmost empty space on "The Shroud" Reputation track. You may no longer gain reputation with the Shroud.

394 That Is No Orwenta

"Sun's fire!" curses the soldam. "This sunless abomination is clearly [illegible] but has chosen no sex. If the honorable house of Three-Birds had [illegible] a member the Church of the Burning Sun would surely know about it. You die!"

He commands the Sunshine Legion to attack

- [illegible] 317

395 "It is a Pleasure to Submit"

As you hand over the box, you tell them it is a pleasure to serve Graznak and those who are in league with him.

"Aye, this pleases him greatly," the lead cultist says theatrically. "Continue serving him, and one day you will be granted unlimited power."

Gain +3 Reputation with the Jade Tendril
Cross out "Locked Box" in your Party Journal.

396 Unhand Those People!

You [illegible] your weapons and tell the reskhulls to stop harassing the caravan. They comply, and turn to face you instead.

No one knows what is inside their crimson skull helmets. Are they magically enhanced or magicanistic golems? Whatever they are they [illegible] ancient opponents in battle.

Each Hero [illegible] +2
Fail - Suffer 3 damage. [illegible] - 222

397 The Meaning of the Message

You draw your weapons and tell the reskhulls to stop harassing the caravan. They comply, and turn to face you instead.

If you thought the meaning of the message is that Rishe should go to the Ravenous Gulfveen - 516
Otherwise - [illegible] 078

398 [illegible]ve Much You

You prove that you are also working with the Shroud and the assassins relax. They even show you the sleeping agurians in the wagon.

"The Amethyst Order pays good money for their crystals and even the agurian husks have their uses," the pattangan assassin explains. "Madzurk witches can insert blood crystals in them and create unstoppable warriors. Totem-breaking perfect, right?"

Choose one:

A. Offer to keep watch when they camp and then release the agurians while the assassins sleep. - 106
B. Wish them a safe journey and part ways.

399 The Lightning Mist

Crimson lightning strikes chaotically inside the dark mist as uncontrolled aux energies collide. A sorcerer of enough power might be able to command them to move aside.

Each Hero who chose this path must twice:
[illegible] +2 (Blightcap token [illegible] +1)
Each Fail -

400 The Staff of Phaedra

"Mistress Phaedra," speaks the demon, "Is it really you?"

You ask the demon how it dares question you when it is bound to you with its true name.

[illegible] +2 (Witch +2) Success - 270 Fail - 757

401 Taken a Beating

You wake up in a shatter next to the crevice. You are [illegible] bruised, and wounded, and the thugs are nowhere to be seen. You should not have messed with the Shroud.

Each Hero suffers 3 damage and gains an Injury card.

402 The Corridor of Glass

The [illegible] and cutting of this corridor have turned into smooth glass which undulates [illegible] like sand dunes. What great fire created this slippery phenomenon, you would rather not know. The further you go, the more you sense powerful [illegible] magic, and the magnetic pull gets even stronger.

The corridor ends in a doorway which has also vitrified. The writing on the door [illegible] indicates this leads to a ritual chamber. Through the door you see a long corridor, the end of which is stone, not glass.

But to get there, you need to break the glass.

Choose one:

A. Leave the corridor of glass and the ruins - 347
B. Break the glass to get to the door - 802
C. Enchant the glass to open a pathway to the door - 561

403 Examine the Spillage

Whatever [illegible] spilled on the ground is not your problem. Clearly, they are not in immediate danger and you have more pressing matters to take care of.

You soon recognize the crimson waste as demonic blood crystal. Why would the Amethyst Order carry that?

The spilled blood crystal is too valuable and magical to leave lying around, and besides it might poison the ground. You search the area for a good, unbroken chunk, and pocket it.

Gain 2 Blood Crystal tokens

404 The Shiver Beaten

You [illegible] to surprise the Shiver troops and attack them before they get their telepathic defenses up. You even defeat their leader Shan'n, proving that even psionic secret police are no match for you.

Gain a Magic Essence token, a Nature Essence token and 7

405 The Door Remains Shut

You run [illegible] the door a few times and [illegible] with your weapons and magic. Eventually it gives in and you enter a small warehouse with empty crates in the floor. Even the armed guard is not there, even though there are no exits.

You are smart enough to know when someone has played a trick on you, and this is one of those situations. Whether through magic or some brilliant ruse, the Shroud have outwitted you.

Would you have found the murderer behind the door if you had been smarter? You will never know.

You go home, having lost the deposit and failed the victim.

Discard the set-aside items.

406 Benaethid Slaughter

As you outfox the [illegible] penetrate [illegible] awaken [illegible] other one. The newly awakened monstrosity manages to claw several apprentice fiendstalkers to death as it [illegible] mate jumps over you to join it in the cave. The mercenary calls for retreat, but it is too late, all but one of the apprentice fiendstalkers have been killed.

Back at Tabbart Castle, the one surviving apprentice is declared a fiendstalker while the others are [illegible] in a funeral ceremony.

The mercenary berates you for your tactics and the warlock mutters some curses under his breath. You visit the bazaar for supplies, but the guards in the area of the market instructed to fiendstalkers glare at you, and you decide it is better if you leave the castle immediately.

Each Hero [illegible] 5
Leave the Castle - 620

407 The Cabinet of Curiosities

This [illegible] cabinet where rare and magical items are kept for study. It is empty, save for one drawer which contains a note for what is supposed to be inside.

"This device of the ancients harnesses gromantic magical energy in a way no longer understood. It can be used to dismantle and set up traps and unlock mechanical locks. We must be cautious that this 'key' does not get in the wrong hands."

Based on the description and the size of the drawer, you believe you have seen this item on Caillen, the Runedale leader of the Sable Crown. Could he have stolen it from the Pinnacle?

408 Colorful Spores

Colorful magical spores burst around the area like fireflies and you feel weird and hypnotized. What were you just doing? Ah yes, smashing things. Maybe you should start by hitting that thing that's moving over there?

[illegible]
Pull - Gain

409 Commandeer the Caravan

You shoo the togrel away with your weapons, grop the igrisaur's cage shut and climb on the driver's seat.

"Sun's fire! What are you doing?" the imprisoned igrisaur curses.

You drive the creature caravan towards your original destination, having now become illegal beast nappers yourselves.

You soon learn transporting monsters is not as fun as you expected. They make unnerving noises, they smell, and some of them have psionic attacks that give you strange sensations and nasty feelings.

You should probably feed them, too. But what do ustrigs eat? How much do haneathids drink? You have no idea.

When you eventually come across some local hunters, they offer to buy the wagon from you. They say they have use for them, and you feel disinclined to question their motivations further.

They pay you meagerly, but it is better than nothing. As they leave, they tell you they have a standing order from the Amethyst Order to deliver captured monsters.

Gain 7

410 A Magical Surprise!

You sense something magical inside the helmet. You try to reach for it, but hear a strange voice whispering something. You grab a bottle of essence, but get a nasty surprise.

Gain a Magical Essence token
Reveal and resolve a Trap card.

411 Stealing the Urn of Life

You stash the guivren horn urn and turn to leave the temple with it. You feel Mazurak's snake eyes watching you, but proceed nonetheless. Nothing stops you from leaving, but as you exit the temple you see something flying above you. Is it a bird? Or a guivren? Difficult to say from so far away. Whatever it is, the ashes from within the urn are drawn up into the air toward it in a miniature whirlwind.

As this is happening you feel a burning pain and hear the hissing voice of Mazurak inside your heads.

"You fools! You were supposed to destroy the urn of life! Instead, you used it to empower the guivren! You will pay for this!"

Each Hero suffers 2 damage and gains
Write "The Urn of Life" in your Party Journal.

412 Drowned Warlock

The surface of the water is bubbling. You look closer and see the horribly swollen corpse of a drowned nihtegrri warlock, her hands clutching a ruined staff. The bubbles are air escaping the corpse.

6 (Enva'Sai: +2, Hook & Rope: +1)
Success = Gain Item card 014 "Arcane Staff"
Fail = The ruined staff sinks deeper into the mud, never to be seen again.
In either case, recoil any further rolls of on the water encounter table.

413 Jade Tendril Suspicions

"Wait a minute," the cultist says suspiciously. "This is not Dark Abbot Gauscia!"

You quickly grab the Orb of Power and run out of Warehouse 17!

They cast demonic spells at you, which are amplified by the Orb you hold. It draws away your life essence.

The chosen Hero:

Once outside, you join the others who take you to safety.

Gain Item card 142 "Orb of Aon".

414 A Lament For A Goddess

Rain beats down heavily on the pavement as you lift the blood crystal into the dark sky.

Lightning strikes and illuminates the plaza for a second with an otherworldly light. The crimson crystal radiates aox power and floats up, up, up toward the snake statue's mouth.

You do not know the right words to the ritual, but ask for Mazurak, the goddess of death, to accept this sacrifice.

The eyes of the snake statue glow red as the crystal flies into her mouth. The crystal glows for a while and then disappears, as if the stone snake devoured it.

Mazurak's power fills you and you feel exhilarated.

Each Hero gains

Suddenly, you hear the musical voice of the guivren. "You have disappointed me."

Each Hero:

You leave the snake statue before any more great powers start taking an interest you. You had better get your clothes dry.

415 Rummage Through Their Stuff

You find some coins and another figurine. This one is in the shape of a tegrel, and also seems quite magical. You hear the vesgir roaring victoriously as it kills the pattangan and then flies away with his body. After a short while the magic wears off, and the vesgir disappears in a wisp of purple smoke, the body falling to the ground somewhere far off.

Gain Item card 053 "Obsidian Figurine"

416 Bladethorn

As you touch it, the bladethorn fades away to reveal an Orb of Power! You pick it up and immediately feel it has a special connection to Wollyon Pennark. The feeling melts in your hands as if you were holding a snowball on a hot day, but the Orb remains.

Gain Item card 140 "Orb of Force"
Place a Ashen on
Shuffle 3 random Fate cards (2 Heroes), 2 random Fate cards (3 Heroes), or 1 random Fate card (4 Heroes) from the Fate discard pile back into the Fate deck.

417 Investigate the Aox Coins

You wait a while and leave through the back entrance. Not wanting to arouse too much attention, you walk to Riabo's Reliquary to ask its owner about the coins. The xi-noq merchant picks one up, and then cries in pain.

"Ouch! Why do you bring Riabo such cursed items? Can you not see these are aox-zhoa? Demons?"

You cannot. They look like red coins to you.

"Eh, h coin is a demon. And this purse? It's a small army."

You thank Riabo for his wisdom and ask if he wants to buy them.

"No. Riabo wants nothing to do with them. Only criminals or aox-zhoa worshipers would want them. You should take them to one of the huge stone heads of the alien-zhoa and destroy them.

Choose one:

A: Sell the dark army to the Jade Tendril. » 363

B: "Shroud Victorious" not in your Party Journal » Sell the dark army to the Sable Crown. 833

C: Take the purse to Skyreader Tower and destroy the dark army. » 492

418 Amethyst Fellow

In a pompous ceremony in front of several Amethyst Order employees and magisters, you are promoted to Amethyst Fellows, with full rights within the company. You are also initiated into the Agemonia-wide secrets of the Order. The eventual goal is that all governments will bow to the Amethyst Order.

Each Hero gains a Moonsilver Bar token or an Elemental Jade token.

419 Transform Filth

You focus your magical energies into the little demon. Its tail changes shape, its skin grows darker, fur grows on its face, its horns draw back into its skull, and it grows ears instead. It no longer looks like a small demon, but like a nihtegrri boy.

"What is happening to Filth?" it asks.

You tell him he needs a nihtegrri name.

"Filth has always wanted to be called Lincon," he says.

It is a good name, you agree.

"Thank you, gentlefolk!" Lincon says happily. "This is what Filth... This is what Lincon has always wanted!"

He is dressed in rags and has no place to go, but something tells you Lincon will be alright.

Each Hero gains an Inspiration gem
Gain +1 Reputation with the Keepers of the Breach.
If you are Level 2 or above, and you do not have "Locked Box" in your Party Journal:

Lincon shows you where you can find a mysterious little box.

Write "Locked Box" in your Party Journal.
Shuffle City Event card 024 "Tentacle Box" into the City Event deck.

420 "We Would Rather Die"

You refuse to give the aox box to the demon worshipers.

"I see," says their leader. "you want it to use against Graznak? Perhaps you are envious of his power, or perhaps you seek to usurp him. But nay, you are not wise nor strong enough to face Graznak. Tonight you will only face your doom!"

The demon worshippers start moving their fingers in the air and occult symbols appear out of nowhere, glowing with a crimson light. Behind them you sense something large taking shape, giving them power.

You turn on your heels and run away as fast as you can!

Each Hero: 5 +2
All succeed » Gain +1 Reputation with the Keepers of the Breach.
Shuffle City Event card 024 "Tentacle Box" back into the City Event deck.
One or more fail » 653

421 No Smoke

Worry not, says the[illegible] I've [illegible] [illegible] [illegible] away the smoke. The air clears before you can snatch the statuette. But you are still expected to help choose its recipient.

Choose one:

A: Side with High Priestess Ilima. » 805

B: Side with the demon worshiping noblewoman. » 510

C: Side with Celestor Rhaanna. » 462

422 Help the Brigands

From the inside it is easy to pick off the caravan guards. It is slightly harder to do it without being noticed.

Each Hero: 5 +2
Success »
Fail »

Once the guards are down, you wave a white flag to Reilton the Red and help him loot the caravans of the valuable minerals they carried.

"You star-shunned scoundrels will pay for this!" one of the merchants says.

"Nay, I think not," Reilton the Red replies. "You have paid for your greed, and these riches will go to give a voice to the silent and food for the hungry."

And some for you.

Gain 2 Moonsilver Ore tokens and 2 Lanium Ore tokens
Gain +1 Reputation with the Sable Crown.

423 Magicanism Fixed

Eventually you find a wheel and a lever, and somewhere appropriate to attach them to the machine. You pull the lever, and the humming changes pitch. All the metal stems fall on the floor and massive forces begin their work underground. You feel the whole building shake and hear the bubbling of water.

For a moment you are afraid the building will burst, but instead the water is directed to the dried landscape around it. This is an irrigation system, which will perhaps once again turn this place into a desert garden

Take back all the set aside items and
The Hero or Heroes who achieved the most successes on the agility check each gain an Inspiration gem
All other Heroes each gain an Achievement gem

424 Celestia Gramask is Saved

You escape the cavern with the black-clad maiden Celestia Gramask, her eyes gleaming with excitement.

"That was the best game I have ever played. I must purchase a copy of Caverns and Guivrens and start running a game of my own! Thanks for playing with me!"

She gives each of you a hug and promises to invite you to play in her game

Each Hero gains

425 Celestor Rhaenna Gets an Egg

You deliver the black egg to Celestor Rhaenna who smiles happily

"We will study this closely and then destroy it to rid Benem of superstition! Where on Agemonia did you get such a dangerous item?"

You realize you should not tell her you broke into and robbed a Gramask crypt. One of you will have to lie to her

Choose a Hero That Hero:
7 +3 (For each with the Cosmographers: +1)
Success » 177
Fail » 591

426 A Magical Imbalance

You push a blood ruby into one of the stone head's eyes and a cube of annihilation into the other. Energy from the cube flows into the blood ruby and then starts flowing back the other way again. As it flows back and forth you unroll a scroll of major heal and recite the incantation inscribed therein. The stone head starts to vibrate as the power from the scroll causes the flowing energies to penetrate deep into the stone

The mouth opens to scream a soundless cry. That is when you lift up your weapon and strike the head, discharging the rune. You run for cover as the stone head starts to violently shake and crack. In a great burst of magical energy, it explodes, sending pieces of broken rock flying across the room

When the dust settles, you realize the Aian power protecting the Massport Monolith is now gone

Each Hero within 2 of suffers 3 damage.
Remove Story cards D and E from play.

427 Red Hexagonal Star

"SHOULD," the voice booms out.

The scroll reads, "Green and Square"

428 Street Patrol

If you have "Wanted" in your Party Journal, or you have with the Shroud or the Sable Crown: » 676
Otherwise, if you have with House Gramask: » 801

Otherwise:

A: Agree to the search. » 058
B. Fight the guards. » 524
C. Try to escape. » 207

429 A Bad Trip

You do not manage to recreate the trip and feel quite unwell after eating the strangely tasting dream egg. Even if you wanted to try again, you cannot currently find another fermented dream egg to buy.

The Hero who went on the journey loses 2 stamina and suffer 2 damage.
You may not attempt this puzzle again until the next City step.

430 A Shadow of a Cosmographer

A thin cosmographer with sickly pale fur and troubled eyes approaches you as you read about Hur-Ishtanim.

"Heaven protect," he whispers.

You have to lean in closer to hear what he is saying, and can smell a strange, pungent stench on him. Perhaps he should have washed his robes.

"Some think he is a topic not fit for the Pinnacle. Some even call him the Rotwood Horror. But you seem to have a sturdy mind and an intelligent curiosity. If you would..." His whispers are interrupted by a terrible cough. He bends over double, gasping for breath. After a while he stands up again, and continues. "Follow me if you wish to know more about him. About Hur-Ishtanim."

Choose one:

A. Follow the weathered cosmographer » 757
B. Ignore him and continue your work in the archive.

431 Ruffian

Caillon invites you to the Sable Crown's secret hideout in Nertigate District. "Heaven protect," he says. "Some call us robbers, but more than that, we are rebels. We work for the betterment of all Benemites, to give a voice to the silent and food to the hungry. Now that I know you can be trusted, you are always welcome here in our little home away from home."

Place a Stop sticker on the leftmost empty space on "The Shroud" Reputation track. You may no longer gain reputation with the Shroud.
You gain the permanent benefit "A Room at the Guivren"

432 Arrest the Monster

"But I come in peace" the monstrous hag lies as she tries to escape

The guards grab the beast, but she growls at them and they take a step back

But you are not afraid! You grab the monster and hold on while she fights you and utters a curse

Each Hero 3 3 2
Fail » Suffer 3 damage and gain

Her skin is shriveled and her antlers flaky. You hold her frail arms as the guards arrest her

"But my father saw you in the Vault of Time," she yells at you as they take her away.

"That shapechanger has been harassing citizens all day," Sergeant Sagnarion tells you. "But that's now over thanks to you! Heaven protect." He gives you a small reward.

Each Hero gains 2
Gain +1 Reputation with House Gramask.

433 No Deal

You tell the old pattangan you are not interested and that she should carry on with her day. She starts explaining why you should reconsider and suggesting maybe you would like to give her some money nevertheless and asking if you would like to eat one of her grandchildren.

You try to get rid of her politely, when you are pushed by some young pattangans who seem to be in a big hurry.

If you have "Loved by Beggars" in your Party Journal » 322
Otherwise, one Hero: 6 +2 (Bitajin Amulet token +1)
Success » 745
Fail » 608

434 Star Hyperion This is Not

You uncork the sax flask and smoke again billows out. This time the head of a lemon demon geeks out, and grins

"It's you again! Yes, I'm called Star Hyperion."

The name is obviously fake, but you agree to call it that.

"I would love to serve you. But I'm still so hungry."

You give it a blood crystal which it pops in its mouth. It still looks hungry so you give it another

"If you make me your servant, I'll gladly do your bidding!"

The head then disappears into the crimson smoke again and all of it is drawn back in the bottle

Place a Progress sticker on slot 2 on Artifact card 09 "Aon Flask"

435 Idle Talk

During your dealings with the Shroud you have heard many tidbits of information, not all of them immediately understandable but one of which you now recall. There is somewhere in Massport where there is a system that is useful for getting around unseen. You have heard some hints as to how to operate it

Write "Massport Travel" in your Party Journal.

436 Second Attack

Write "2" after "Psionic Attack" in your Party Journal
Each Hero 4 +2
All succeed » 122
Any fail » 209

437 Spartan

You put on the ferox ring and see in front of you an image of a spartan warlock. She is wearing old-fashioned robes bearing the circles of the Council of Eight. Perhaps she was sent by the Council to stop the wyldkin?

The warlock looks around wildly, trying to figure out where she is.

"Cracking Egg," she curses, "are you also trapped in magical items by those ferox users? How can we break out?

The vision seems to get her bearings and then focuses on you.

"Oh. I see."

And the image is gone

Place a Progress sticker on slot 1 on Artifact card 01 "Wyldkin Band"

438 The Urskull's Secret

You soon realize the Urskull, the quotidian skull that contains the spirit of Venia's grandmother, is the source of the aax magic. Her grandmother has, for some reason, made the birds attack the quothian wanderer.

As you realize this the attacks stop and the birds calm down and return to sitting on the quothian's now bloodied, shoulders. The wanderer herself now seems a little afraid of her familiars, but eventually focuses on you.

"The Council of the Dead is in disarray!" she speaks. "One of the foremothers has gone missing. I have discovered a terrible truth about the Council!" She is about to continue speaking, but then looks at the Urskull and pauses. "But by the World Egg, it is best I do not tell you. Here, take this! Goodbye!"

She seems more scared of you than of her birds as she runs off into the wilds.

That is certainly food for thought.

Gain a Blood Crystal token

439 Felim Howell

A young pattangan maiden approaches you, inviting you to meet with Felim Howell, Warlock of the Inner Circle. You follow her to the library of the Council of Eight and she leads you inside.

The young disciple is joined by two large stone creatures with bright crystals for eyes. They are much larger than agurians and clearly mindless magicanisms, yet you do not feel threatened.

The disciple leads you into one of the library rooms where there are chairs, fruit, nuts, and water with herbs. Having spent most of the day on the run, you dig right in. "We abstain from intoxicants and animal products," she says. "I hope these will be to your liking."

You ask where Felim Howell is. The disciple smiles mysteriously as the golems close the doors behind you. Then you realize the maiden does not have four hands but two. She is not a maiden at all but a handsome nihtzegri man holding a chain of circles. Was she Felim Howell all along?

"Heaven protect," he says. "Excuse my little ruse. Without you, I might still be in the custody of the Pennarks. The stars know, I prefer not to remain in anyone's debt, so please, allow me to pay you back."

He shows you a collection of magical items, artifacts, and gems. "Choose any one of these," Felim Howell says. "Nay, choose two."

Gain Item cards 039 "Draught of Vetis" and 046 "Scroll of Major Heal" and an Elemental Gem token
Cross out "Felim Howell Rescued" in your Party Journal.

Choose one:

A: Continue shopping in Kyther Point. ▸ 217

B: Leave Kyther Point.

440 Stormy

At dusk, you leave the Ravenous Guivren with Caillon, and walk up the street to the Round Market, and then on towards the bridge connecting the Secular Bank with the Northgate District.

The Northgate District is a shanty town, where animals drink from the open-air sewers and addicts sit on every doorstep. Questionable business is conducted by shadowy figures in the small alleyways, and you get a feeling you are being watched, or even followed.

For a fleeting moment you realize that if Caillon means to kill you, this would be the perfect place to do so. Instead, he sings an old song as he walks with you, something about the nihtzegri goddesses of old.

441 Money for the Addict

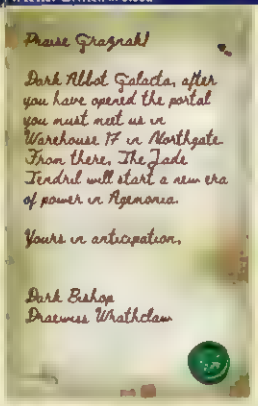
There is a farm nearby and you buy the caravan food, blankets, and other supplies they will need on the way.

"We're traveling to Copperton and I'll set up a shop there," Celestia says. "I'll become a baker. Are you sure you can't get me any blood pounder? Or some money?"

The other refugees in the caravan promise to take care of her as they continue on their way north. One of them is a priest and promises to pray for you. Once they are gone, Jonas tells you Celestia knows little to nothing about baking, having, like Jonas, grown up with the drug-addicted fisherfolk of Ambergate.

Each Hero gains

442 A Letter Written in Blood


Praise Graznak!
Dark Abbot Galacta, after you have opened the portal you must meet us in Warehouse 17 in Northgate. From there, The Jade Tendril will start a new era of power in Agenonia.
Yours in anticipation,
Dark Bishop Draewus Wrathclaw

Choose a Hero to wear Dark Abbot Galacta's robe and enter Warehouse 17 in Northgate District. ▸ 712

443 A Mugging

"Wait a minute," says the boryot beggar behind the pattangan. "I know those people! They have something against us poor downtrodden folk! They do not wish us peace!"

"Yeaaah?" asks the toothless nightseye. "Think you're better than us, eye?"

Other beggars appear from behind dark corners of the dock and suddenly you realize there are quite a number of them. House Gramash really should take better care of cleaning the streets of this filth!

"Look, boss," speaks the drunken pattangan, "no offense, but I think you better drop everything and run. Otherwise, it's gonna be messy..."

This would be an easy fight, but they seem drugged up on more than just voidbloom. Perhaps they have their hands on some combat herbs?

Choose one:

A: Spend 3 ● ● • Drop some coins and run. ▸ 005

B: Fight the beggars! ▸ 059

C: Zava'Sai is in your party • Try to psionically control the beggars. ▸ 255

444 Merchant Saved

You manage to cut the Amethyst Order merchant's cocoon open just before the enormous arachnoid strikes the ground with her strong leg. It is still foggy, but you can see her multi-ocular head lower itself next to you, her fangs dripping with acid.

You run as fast as you can, dragging the merchant to safety. Once you are clear of the fog, he turns to thank you.

"On this day the stars shone upon me. The Amethyst Order is grateful."

He hands you his purse.

Each Hero loses 1 ●
Gain 7 ●
Gain +1 Reputation with the Amethyst Order

445 The Blood Knight Sees Your Point

You manage to persuade Star Sangreon to give up his pagan ways, or at least, to start worshipping some other goddess.

Star Sangreon thanks you for opening his eyes, but says he feels like a bath now. The Blood Knight leaves you standing in the rain in front of the goddess you have offended.

The eyes of the snake statue begin to glow red and you can feel the forces of death weigh down upon you.

Each Hero gains an Injury card

You have barely managed to escape the wrath of Mazurah when you hear the guivren's voice in your heads.

"I bid you to stop the knight and you have done it. Your quest is complete."

You feel a shadow pass over you and something drops from the sky. It is a small bag containing a diamond and a magical ring, the legendary Nether Loop. Borvalis was a priest of the guivren, long ago, and a mortal enemy of Wotzid, the Mazurah-worshipping magus.

Gain a Runic Diamond token
Gain Item card 106 "Nether Loop"

446 Play Ring of Thieves

Vaxelon plays one game with you before he leaves to avoid getting caught.

Each Hero who wants to play the game must pay 1 ●
Then, each Hero who paid:

Ring of Thieves

Roll 1 ●

Successful Heist. If you roll ● ● or ● ●, place the amount of ● shown below from the supply into a pile next to your Hero board: this is your Hero's Winnings pile
● - 1 ● ● - 2 ● ● - 3 ●. You may roll again if you wish. If you choose not to roll again, gain all the ● in your Winnings pile and your game is over

Caught! If you roll ● ●, you have lost. Return all the ● in your Winnings pile back to the supply: you may not roll again and your game is over

King of Thieves! If there are ever 10 or more ● in your Winnings pile, return all the ● in your Winnings pile back to the supply and gain 15 ●. You may not roll again and your game is over

447 Gramask Squire

Sergeant Sagittarion takes you to meet the Gramask knights, whose excellence in battle is only rivaled by their skill in poetry and wisdom in cosmography. You are officially invited to join their ranks as a squire and a young serving boy is appointed to your troupe

If you are level 6 or lower and have "Wanted" in your Party Journal, cross it out
Place a Stop sticker on the leftmost empty space on the "House Pennark" Reputation track. You may no longer gain reputation with House Pennark.
You gain the permanent benefit "Helpful Assistant"

448 Serupod Contact

You manage to reach the serupod's strange thoughts. It has a mind, but not as you know it. But it understands it is not welcome here, opens a portal into the Breach and leaves. In its wake, a pleasant, warm feeling engulfs you.

You realize one of its tentacles dropped a sucker on the ground, perhaps as a parting gift

Each Hero restores all lost ○ heads of ♥ damage and gains
Gain a Serupod Sucker token

449 Report the Portal Closed

You tell him the portal is closed.

"Well done," he says. "Clearly you can be trusted with meaningful work and some of the secrets of the Amethyst Order. You originally approached me asking about the Orb of Power. The truth is, the Order is aware of these items, but has none in its possession. But if we hear of one, we will definitely let you know. Won't we, Shamiel?"

"Aye," agrees Otava Shamiel eagerly, "we absolutely will."

No need to trouble them with all the details of how you already found one at the thicket.

"But allow us to compensate you for your troubles," says Hemet One-Flame. He nods to Otava Shamiel who hands you a heavy bag. "Remember," says Hemet One-Flame, "the Amethyst Order is your friend."

Gain +1 Reputation with the Amethyst Order
Each Hero gains 20

450 Sabotage!

Warlocks and Rother Point soldiers attack from the shadows, trying to shut down the teleporter. The Pennark guards turn on them and for a moment it seems like this could go either way.

That is when you sneak in to sabotage the teleporter by overloading it with your magical powers. It lets out a high-pitched melody, alerting the guards to your attempted sabotage

(Geomancer, Hydromancer, Shaman, Witch: +1)
If the total number of successes is 11 or more (2 Heroes), 27 or more (3 Heroes), or 32 or more (4 Heroes) » 934
Otherwise » 677

451 In the Name of the Republic of Benem

You capture the Sable Crown criminal. She is so young, but already so corrupted! You yell for the guards, and soon you see Sergeant Sagittarion running towards you, out of breath, quickly followed by other guards. The rebel scum is squirming in your arms, but you do not let her go.

"Well, well, well," says Sergeant Sagittarion to the girl. "On this day, in the name of the Republic of Benem, under Heaven all-seeing, for being a suspect in the crimes of theft, conspiracy, and treason, I arrest you. Should you be found guilty, you will lose your head and tail."

"Please," she cries, "I only want to feed the hungry!"

As the guards take the criminal away, the Sergeant turns his attention to you.

"You have done a great service to the Republic and to House Gramask. Thank you."

Each Hero gains 1
Gain +1 Reputation with House Gramask.

452 The Frostback Arrested

Eventually you manage to reach the cryomancer and grab his hands. You walk from the blizzard with a tight grip on the captured baryot and the people cheer. The cold winds slowly die down.

The guards take hold of the cryomancer and Sergeant Sagittarion looks at you appreciatively. The boryor maiden runs out from the crowd and over to Sergeant Sagittarion.

"No, he did not mean it! It was not his fault! He came in peace!"

"Mmm, be careful lest we arrest you, too," replies the Sergeant. Then he turns to you. "I never understood what business these frostbacks have in Benem in the first place. Anyway, here is a little reward."

The guards escort the cryomancer away.

Gain -1 Reputation with House Gramask.
Each Hero gains 3

453 The Chain

In any normal place the chain would be out of reach, but since gravity works differently here, you can run up the wall, upside-down on some stairs, and then crawl along the ceiling to reach the handle. You pull it down, or is it up? At any rate you pull it enough to start a magcannism.

You hear a whir and a tap, and then a melody like someone playing a stringed instrument. Colors start to fade as everything turns black and white. You are returned to your original size and the xi-noq's portal starts to flicker.

"The xi-noq will get you for this, Rixbo, you hes nnuq!" one of them says. They retreat into the portal which closes behind them.

Rixbo slowly gets up and pulls on the handle again, stopping the melody and restoring color.

"Rixbo is thankful to you," it says. "And gladly offers you a major discount. And please, take the puzzle box with you!"

If you do not have item card 167 "Puzzle Box of Xi-Sai", gain that item card and remove Artifact card 05 "Puzzle Box of Xi-Sai" from the game.
Each Hero may gain a potion from the Potion Lab service for free

454 Once More Into the Breach!

You jump through the portal and find yourself in the nightmarish realm of the Breach. Strange aether fills the entire world, forcing you to push through it with great strength. A radiant nebula of magic glows all around you in purple, gold, and turquoise. You land on a floating crystal as large as a house. It rotates and you must swim or levitate in the aether to stay on.

On the other side you spot a Jade Tendril witch under attack by giant worms, their brown scales concealing an azure glow inside. The chirelids spot you, and some of them slither toward you. You glance behind yourselves in fear and see the portal is still there, beckoning.

Choose one:
A: Destroy the chirelids and save the witch. » 055
B: Escape through the portal before you are devoured. » 630

455 Freedom

You leave your cell, and with your weak legs, quietly climb the stairs up to the guardhouse. There you find your weapons, bags, and purses, which you deftly equip.

The door is locked, but the key is in the lock. You turn it silently and creep outside.

You are almost blinded by the sunlight, and the combination of sounds, smells, and sensations is almost overwhelming, but the cool breeze fills your lungs with fresh air as you make your way up the street and away from the guardhouse.

Your clothes are dirty, your hair, fins, and skin unkempt, and you must smell horrible. But you manage to make it back home without being caught!

Each Hero gains an Achievement gem
Write "Wanted" in your Party Journal.

456 Twilight Watch Scenario Card

In the common room you see a group of nighteye commoners arguing in hushed tones. They get up and march out of the inn, leaving just one frustrated man wearing a moonsilver earring. The innkeeper whispers that the man consorts with strange sorts and has been heard talking of forbidden gods.

The mysterious man sips his cheap wine and then notices you. He flashes a pleasant smile and invites you to his table.

"The stars shine on me today for I have met you," he says. "The name's Caillen. I'm a little short of good help, and have a job for you, if you're interested. Nothing illegal, nay, just guarding a warehouse for one night a couple of days hence. Easy money, just don't fall asleep."

Gain Scenario card 4 "Twilight Watch"

457 Star Marion Apologizes

"We do not discuss the Fifth Eye with outsiders," says Lunara regally. "But you are welcome to visit the Temple of the Fifth Eye any time you wish for healing or the singing of hymns."

"A thousand apologies, your eminence," says Star Marion. "I am not a religious person myself, but I can see we have a lot to learn from your church."

"May the Fifth Eye watch over you, my child, and remember: if you show yourself to be a true friend of the Cult, you will be rewarded in Heaven, I mean, the afterlife."

"Of course, your eminence. Once again, I apologize. Carry on."

And with that, Star Marion leaves you alone.

Lunara gains an Inspiration gem

458 Escape the Telepathic Enthrallment

You feel the telepathic powers take sway over you and decide to move swiftly before they enthrall you, too. But will you be swift enough?

Each Hero: ○ ○
-2
If the total number of successes is 10 or more (2 Heroes), 15 or more (3 Heroes), or 20 or more (4 Heroes) » 510
Otherwise » 090

459 Goodwife Defeated

One by one you struggle free from the wind which is holding you back and push yourselves toward Goodwife. The magical criminal fights formidably, even close up, but eventually you manage to strike her so forcefully she falls to the ground, breathless.

You ready to land the final blow when a small whirlwind picks up her exhausted body and flies it out of reach.

"You haven't heard the last of me, Jonai Javian!" Goodwife screams through the wind, but she will not be bothering you any time soon

Jonai gains an Inspiration gem

460 The Expedition Puzzle

"By the Trinity, look at you! You're barely skin and bones, when was the last time you ate? Have you eaten anything at all? Riabo will fix you right up with a good meal, come, come. Riabo has just the thing, on the house! If, of course, you can help Riabo with the smallest of favors and work this out. Riabo would like to keep the costs to a minimum please They say hunger sharpens the mind, or...how does it go...? Anyway, Riabo will be right back!"

It leaves you alone with a letter and a list of details

Dearest Riabo

I hope the stars shine upon you, as I have fantastic news. The expedition has been approved, and our merry band sets out in a few months' time. All of our supporters are helping us prepare for the journey, which brings me to my request.

Given your interest in the nature of our exploration, would you be so gracious as to sponsor the trip? Specifically, we ask that you provide the food for a 90-day journey. In return, you'll be the first to learn of our discoveries. Our group has grown, and now numbers two quothuns, three nikkegri, two korallians, and an ignisaun.

If you choose to provide support, please ensure each member of our party has a portion of appropriate food, each day with a different type of food on the fourth, and eighth days.

Heaven protect,

Captain Arnelle

What is the cost in Rooms of Riabo's sponsorship?
When you think you have the answer, turn to that entry number in this book. You may only successfully solve this puzzle once.

461 The Proverb Puzzle

Riabo is engrossed in a sheet of parchment and looks up with a pained expression as you approach.

"What does this mean?" It asks itself as it taps the parchment with its stalk-like finger "Maybe it's just gobbledygook. Anyway, Riabo has got pressing matters to attend to. Have a look if you like and let Riabo know if you can work it out."

It leaves the parchment on the table and disappears into a back room through a door on the ceiling.

You may only give an answer to this puzzle once. If you are not ready yet, you may come back to this section later.
When you are ready to give an answer to this puzzle » 603

462 The Toad and the Cosmographers

"Idols such as these are a danger to reason and science which are the very foundation of our society," Celestor Rhaenna says as you hand the statue to her. "Whether it be an old superstition or a new one," she adds, looking at Silma, "we cannot allow..."

"It is not a religious object," Silma interrupts, "it is a historical artifact."

"Our historians will determine that," Rhaenna replies. "If you are right, we will store it in the Pinnacle archives. If you are wrong, we will destroy it to protect the people from superstition.

The demon-worshipping noblewoman does not say anything, clearly not wanting to draw the Celestor's attention to her

Rhaenna now looks at you. "I can see that even if not all of you are nikkegri, you follow the Declaration of Reason. On this day the stars shine upon us all. Here's a little reward."

Gain +1 Reputation with the Cosmographers.
Gain 10

463 The Priests and the Serupod

You have heard of a nearby archeological excavation being conducted by Priests of the Fifth Eye

You find their leader, a young nikkegri priest, and tell him of the serupod.

"A monster of the Breach here?" he asks incredulously. "This is most interesting and needs to be investigated. I'm sure we can spare a few priests to explore further. Thank you. You have shown yourselves to be true friends of the Cult. You will be rewarded in the afterlife"

Gain 1 Reputation with the Cult of the Fifth Eye

464 The Paths Diverge

The crater covers a vast area, but you can try following its edge to the left or to the right. On the left-hand side, you can see figures standing near to the crater almost being swallowed by it. One of them is shielding themselves from the crater with an unusual looking small purple buckler. On the right-hand side, the magnetic forces seem to be the strongest, and in a pile of metal a magical blade glints with a green hue

Choose one:

- A: "Gone Left" not in your Party Journal » Go left. » 073
- B: Gone Right" not in your Party Journal » Go right. » 279
- C: Leave the ruins. » 547

465 "There, There, it's Not That Bad..."

You tell her she could always start a new family. She could dedicate her life to fighting the Penmarks. She could focus on her work in the Council of Eight. At the same time you share the experiences you have had of such matters.

She looks at you as if you have gone mad. But before she replies, her eyes widen, and you notice she has maybe found a glimmer of hope to latch on to.

One Hero ? (For each with the Council of Eight: +1
with House Gramask: +2, "Council Amulet": +1,
any Pet Item card or "Fat Moncoon": +1)
9 or more » 892
6-8 » 909
5 or fewer » 042

466 Floating Pyramid

As you touch it, the floating pyramid fades away, revealing a glittering runic diamond, which fills you with the blessing of aum.

Gain a Rune Diamond token and

467 Urskull Refuses

You agree to give Venia's Grandmother's skull to the terrifying creature.

"Grandmother does not want to go," Venia tells you.

"It is an outlaw," croaks the demon officer. "Hand it over to me."

You try to persuade Venia, but it is useless. She is not in control of herself. Someone or something else is telling her what to do!

"Yes, grandmother," Venia says as she draws her weapons, ready to defend the skull.

You must fight Venia and the Urskull!

Each Hero except Venia: ➔ 166

468 Mahma-Galeezd Speaks

You have not defeated Mahma-Galeezd, but you have landed several good blows. She raises her wounded tentacle indicating she wants to talk.

"I implore thee to stop thy attack!" she growls. "Canst thou not see Grazmak is thy true enemy, and mine, too? He seeks to destroy the world, bringing damnation to his followers as well as his enemies."

She is probably right, but she is a demon, too. Whatever truth she speaks must be in service to lies of her own.

"If thou wouldst assisteth me in turning the tide of battle and defeating Grazmak, together we mightst still bringeth salvation for Agemonia!"

Choose one (if you have "Fealty to Grazmak" in your Party Journal, you must choose option B):

A. Continue to battle Mahma-Galeezd. ➔ 739

B. Agree to Fight Grazmak Instead. ➔ 196

469 Journey

The sun is drowning in the river, dyeing the water hues of yellow and pink. Paitangan porters and nitteegri squid fishers are finishing their business for the day, packing crates and pushing barrels. Kenallan harbor workers bid their companions good night as they descend the stairs into the water where they live.

When they have left, river birds and flying lizards land on the dock to fight over fish entrails and squid suckers. Soon, they too leave.

The Sable Crown cart waits in prime position as you lurk in the shadows. Once the sun has set and the first stars are lit, a ship arrives at the dock. The Bekona's Hoist's smugglers quickly unload its contents onto the seemingly empty pier. There are no harbormasters or Gramask soldiers in sight. Perhaps they were diverted by The Shroud so they could unload their goods unscrutinized.

470 Torrax's Anger

Torrax can barely contain his rage at the sight of his friend, Clathax, being treated like this, but his companions calm him and drag him away. This is not the time to start a fight.

Torrax spends 2.
Write "Doom Knight Observer" in Torrax's Hero Journal.

Choose one:

A. Visit the bazaar. ➔ 700

B. Continue on your way to Slugvale.

472 The Child Must Be Healed

You take the child under your protection. The mutations have not killed her, but that could well be another effect of the Orb's power.

You take her to the Church of the Fifth Eye, asking for advice on how to cure her. Indeed, there is a spell that can do it, but it requires you all to work together. You place your hands on her horned forehead and chant a hymn together, channeling the power of aum and your own life energy.

You feel drained after the spell, and the girl collapses on the ground, the orb rolling away. The deformities are still there, but you no longer feel aos within her.

The priests of the Fifth Eye notice the Orb's magical aura, but you quickly grab it for yourselves.

Each Hero spends 2.
Decide what to do with the orb. ➔ 057

473 Restricted Shops

The bazaar has stalls from weak pushovers, rune-smiths, and weapons showcasing the exotic goods of wandering merchants. All of them are in the shadow of the keep, giving an eerie feeling to the place. At one end of the bazaar are some stalls available only to fiendstalkers, like you. Beyond that is a magnificent tent where only the most elite of fiendstalkers may go.

3 ➔ 039 Draught of Veils
2 ➔ 065 Frost Arrow
3 ➔ 056 Rune of the Snake
3 ➔ 057 Rune of the Tree
2 ➔ 046 Scroll of Major Heal
3 ➔ 049 Cube of Teleportation
5 ➔ Spark
Leave the Castle. ➔ 620

474 Creating Opportunity

You politely decline the priestess's invitation, making the pretense of it, but instead of continuing on your way, you sneak into their camp. Sure enough, all the orbs look are at the dig. You quickly tie him up, giving you complete freedom to raid their tents. You discover some coins, a magical scroll, and one perfectly good shovel.

Does this make you archaeologists, too?

Gain 4 and Item cards 045 "Scroll of Banishment" and 005 "Shovel".

475 Journey

Tan Cordelia knows where Shroud Through Terrace Prairie, Guard the Reflection Range. Before you reach the Skyffard Ruins, he gives you directions to walk south and meet him by a giant beech tree at the foot of Nacrel Falls. In the mean time he has business to attend to elsewhere.

You are to travel past the abandoned moonsilver mines that are now home to criminals, outcasts, and monsters. Lawless territory, which is the perfect place for the Shroud to hide. Once you arrive at the beech tree, Tan will take you up to the waterfalls.

However, right now, you see Skyffard Ruins ahead of you.

476 Maybe That Is Dravesh...

The soladin examines Drenosh for a while.

"My apologies," he says. "I know this Drenosh Eight. Songs is a soulless abomination who never chose a sex when they grew up, but you are like the rest of us. How could I have been so mistaken? I am terribly, terribly sorry. If you do see them, report immediately to the Church of the Burning Sun."

The soladin commands his troops to continue on their way.

Drenosh gains an Achievement gem.

477 Journey

You sail north on a riverboat. River Throyte, now familiar to you, is first flanked by steppe and then marshlands where bugs fill the air.

The ship lookout reports something to the captain, and she, in turn, tells you there is a boat following you.

"It is no ordinary riverboat," she says, "for it is powered by aguna crystals. It is trying to stay just beyond our view."

You have several guesses as to who might be interested in the Orbs of Power or the Furnace of the Ancients, but do not share them with the captain.

You see no sign of the other boat as the river leads into a lake and you follow a tributary to the west, toward Tabbart Castle. The swamp has changed into forest, which is known to be a home to monsters of various kinds.

478 Cheering Crowd

Nebulon. *"A magnificent performance. This team weren't crazy after all, Jangam."*

Jangam. *"I'll say. Those downers sure look daft now."*

Nebulon. *"But... never mind. The crowd are mightily impressed. Listen to them cheer."*

If you do not have a score written next to "The Zlokian Menace" scenario on your Party sheet, write in your score and ➔ 585
Otherwise, if you have beaten your previous score, cross it out, write in your new score, and ➔ 582
Otherwise ➔ 640

479 First Enemy Defeated

Nebulon. *"And it's down. Time to hoist in a replacement."*

Jangam. *"This is my favorite part. Hey beasty, beasty!"*

Nebulon. *"Now, don't rile it, Jangam. That hoist gets a bit close to us up here and I don't want to ruin another outfit."*

480 Nafabi Longbow

You manage to grab the bow and escape before the warlocks or the assassin are any the wiser. Perhaps the assassin also got away. Perhaps not. Either way, you have a brand new magical weapon!

Gain Item card 091 "Nafabi Longbow".

481 Order the Monoceons

"Help! By the stars, help!"

You walk over to the small beasts and reach out with your mind. You tell them to leave. Some of them do, others turn to look at you in confusion and anger. You order them again, leave!

? (Pet Training: +3)
If the total number of successes is 8 or more (2 Heroes), 12 or more (3 Heroes), or 16 or more (4 Heroes) ➔ 696
Otherwise ➔ 748

482 The Silk Merchant

You visit Rhaenvos who sives near the Round Market. She is an old woman now, and slightly crazy, living alone with her pet raccoons. You bring her a pack of silk which she holds next to her face

"Aye, this takes me back to Heartwood," she mumbles. "When Rakka tried to poison us and steal our silk."

She seems to get lost in her memories

Place a Progress sticker on slot 1 on Artifact card 06 "Rakka's Wand"

483 The Center

You reach the center and there it is, the puzzle box back to its normal size. You reach out for it and pick it up. Its levers and flaps whir and move, finally opening, and revealing its glowing magical center. A beam of light shoots out from the glow, opening a portal back into Agemonia.

Place a Progress sticker on slot 1 on Artifact card 05 "Puzzle Box of Xi-Sai" Remove that Artifact card from the game and gain Item card 147 "Puzzle Box of Xi-Sai"

484 Kirron's Revenge

Suddenly, the veiled assassin Kirron jumps out from the secret passageway. He lunges at you with the long knife in his hand and stabs you!

"The Shroud sends its regards," Kirron whispers in your ear before disappearing down the passageway again.

Suffer 8 damage and gain

485 No Stealing!

You ponder putting the certificate under your clothes, but decide against it. This is a place of learning and it does not belong to you. Instead, you put it back in its place on the shelf.

You notice the Librarian has been observing you, and now nods approvingly.

Choose a Hero. That Hero gains an Achievement gem

486 Sneak Away

The cultists continue with their ritual, and you manage to get back to your camp undetected.

You tear down the camp, and move it to a safer location. There you manage to get a good night's sleep without having to worry about demon worshippers.

487 Acolyte of the Fifth Eye

"You have shown yourselves to be true friends of the Cult of the Fifth Eye" High Priestess Silma croaks. "You will be rewarded in the afterlife but allow me to also reward you in this one!

Place a Stop sticker on the leftmost empty space on "The Cosmographers" Reputation track. You may no longer gain reputation with the Cosmographers
You gain the permanent benefit "Altar of the Fifth Eye"

488 Wait for the Blood Knight

You gave your word to the quiveren and intend to honor it. You lie in wait, wet and cold and miserable. You are about to give up hope when you see a dark figure approaching.

The knight is fully armed and armored and wears a black tabard, but he does not look aggressive. Rather, he looks contemplative. He approaches the statue reverently and kneels in front of it. He sits still for a while on the wet pavement, perhaps communicating telepathically with Mazurak, perhaps just praying.

He then produces the blood crystal and holds it in his hands, as if offering it to Mazurak. This is what the quiveren bid you to stop!

Choose one:

A. Observe the sacrifice in silence. → 294
B. Attack the Blood Knight → 060
C. Try to persuade the Blood Knight to forego the sacrifice. → 615

489 The Battle with the Demon Togrel

As you draw your weapons, the togrel retreats at first, trying to get out of harm's way. But when you do not let it escape it gets angrier and roars furiously, its eyes blazing crimson. It lunges at you.

It does not go down willingly, and you feel its demonic claws penetrate your skin painfully. But it is no match for you, and eventually you manage to kill it.

The driver is happy seeing her vengeance extracted, and pays you well "sun be ever warm for you," she says, as she carries the first wrangler corpse towards the camp wagon.

Each Hero gains 3 and suffers 2 damage
Gain +1 Reputation with the Amethyst Order

490 Journey

The road east from Runedale crosses the river Tharyn and is completely overgrown with a sharp undergrowth of Reds. This not only try to hack your way through the bradethorns, but the sedges leaves you bloodied and exhausted.

You tell yourselves you are not completely lost and that there is still a chance of finding a way to the pirate of the mountains.

You are almost ready to give up hope when you see the white tower in the distance.

Each Hero loses 2 and suffers 1 damage

491 Keep the Box

You wrap the strange box in an old towel, and hide it in your bag. Perhaps one day you will find a use for it.

Cross out "Mysterious Box" in your Party Journal.
Write "Locked Box" in your Party Journal
Shuffle City Event card 024 "Tentacle Box" into the City Event deck.

492 The Dark Army at Skyrender

You enter the Memorium of Skyrender Tower. The mummified stone heads there react to the strong presence of you.

You place the purse on the large rune circle in the center and ask aum to take care of the rest.

If you have "Skyrender Corrupted" in your Party Journal, or you have with the Jade Tendril → 308
Otherwise → 542

493 The Misplaced Orb

You see the Orb of Aum on the ground near your feet. It pulsates brightly against the darkness. You reach down and pick up the orb placing it in its receptacle in the center of the vault.

Reveal 2 Fate cards and place them in the timer pile. If these cards are enough to enable the scenario timer to reach its target number (see the Additional Scenario Rules for this scenario), spawn a Lunsin Demon in and reset the timer.

494 Barrels of Tentacle

You travel back to the Lanimera's Tear, and in Caillon's cabin you share a barrel of Tentacle and some stories with Caillen and other members of the Sable Crown.

Gain 4 for each Barrel of Tentacle you stole.

495 She is No Parasite

You introduce yourselves to her and find out her name is Zenra, and that she used to work as an engineer on the Amethyst Order airship route between Ambergate and Somerton.

"Yes, indeed, I gave my head and heart to the Amethyst Order and thank them for giving me a job and a meaning. Then I grew old, and my eyes were not as keen anymore and I was cast aside. Fortunately, I had some savings left, and did not have to beg in the streets like many of my colleagues. Those feeash parasites should have been smarter when they had a job. We all get what we deserve."

You did not ask for her life story, but you got it anyway.

Anyway, after the flood in Ambergate, I was forced to move here; even though we are far from the sea. Plenty of korallians stayed in Ambergate, of course, but nihteegri are easier to talk to. What was it that you asked?"

You take her with you to Gramask Palace and introduce her to the palace cosmographer as an airship expert. Indeed, she has great ideas on how to damage the airship with smoke, forcing it to land somewhere else for repairs. She haggles for a good while before agreeing to help.

The cosmographer thanks you for bringing her to the Palace, and promises that the Gramasks will be grateful.

Each Hero gains 3
Gain +1 Reputation with House Gramask.

496 Reptilian Trampling

The huge lizard tramples all over you, giving the shaman enough time to get up and gather her wits. She calls on the power of nature, and insects, beasts, and birds appear out of the woods to attack you. You must escape to avoid being eaten alive.

Each Hero gains an Injury card.

497 Understanding

One of you notices something odd about the coins. They are mere illusions and the purse is actually full of rocks.

You demand to know the meaning of this.

"Oh, he he he" chuckles Wolfgan Pennark. "I accidentally gave you the wrong purse. That one is meant purely as an exercise. Thank the stars you noticed it! Here's the right one. Now, on you go. Happy Day of the Army!"

You leave the palace with a purse full of real money. Perhaps it is time to celebrate the Day of the Army in Victory Park with the other Runedalians.

Gain 50

498 A Menacing Figure

The [illegible] mysterious voice is amplified as he speaks. "Known guests, dear travelers. I see we have a common friend, Shantor Three-Toes."

How could a monster like this have known your dead mentor?

"I would much like to finish your training and reveal to you all the secret... of the Keepers," he says. "If you want to seek my counsel, obtain a crimson Orb of Power. What say you?"

Choose one:

A. Promise to do what he asks. → 850
B. Run away! → 170
C. Pick a fight → 257

497 Defeat at Fort Fennark

After the battle, the Fennark soldiers are questioned by their captain and they blame you outsiders for their failure. You tell them you have served the Fennarks with distinction before. A somber meal is served to you brave defenders, despite your defeat, and you are told to sleep with the soldiers that evening. You sleep badly, half expecting one of them to stab you in the night.

The next morning, you all embark on ships that will take you to Mossport and to battle!

Each Hero: 5
Write "Teleporter Sabotaged" in your Party Journal.

500 Warlock of the Outer Circle

There is magic in the air as warlocks of all kinds gather around you in the Tower of the White Circle. Ssulen'a leads the ceremonies and bestows upon each of you a penchant with a metal circle. "Welcome seekers of wisdom, into the ages-old order of the Council of Eight. You are now Warlocks of the Outer Circle." The magical crowd cheers. Ssulen'a says that once all the old teleporters are back running, the Council of Eight will once again be revered throughout all Agemonia.

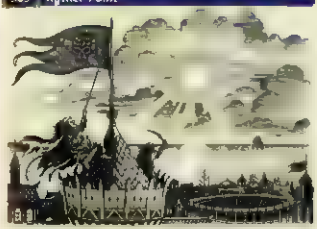
Each Hero gains 7
Gain Item card 051 "Prismatic Jewel"

502 Battle With The Demon Officer

You waste no time debating with the uniformed demon. Instead, you cast your spells and draw your weapons, attacking it before it has a chance to do the same.

(Axe Hunter: +1)
(Add 1 to your total for each with the Keepers of the Breach)
If the total number of successes is 14 or more (2 Heroes), 20 or more (3 Heroes), or 27 or more (4 Heroes) » 333
Otherwise, if the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 25 or more (4 Heroes) » 262
Otherwise » 601

503 Ryther Point



The signs of revolution are all over Ryther Point as you approach this coastal city. Only last year this was a Fennark town, but the Sable Crown brigands somehow managed to inspire the commoners to fight against their rulers. Where there used to be the coat of arms of House Fennark, now be symbols indicating this is a free republic, controlled by the people.

The revolution was led by escaping prisoners who broke their chains of oppression. The rulers were overthrown, Fennark soldiers killed, and the monster arena turned into a meeting place for the citizen's assembly, with the former leader of the Sable Crown chosen to chair it.

"Halt!" the guards yell at the gate. "Who seeks entry into the Free City of Ryther Point?"

You tell them your names and your business.

If you have with the Shroud or House Fennark » 288
Otherwise, each Hero writes "Entry Granted" in their Hero Journal and » 217

504 No Passage For You

As the guards hold the monster, she changes back into an old hag, her skin shriveled and her antlers flaky.

"But my father saw you in the Vault of Time," she yells at you as the guards take her away.

One of the onlookers notices the package and manages to grab it before you, delivering it to Sergeant Sagittarion.

Whatever it was, you will never know.

505 The Toad and Lord Wollyon

You set the toad figurine to the cells for Wollyon Fennarn.

Gain 9

506 A Letter on Benem

Dear High Priest Anare Tar Strakes

Heaven protect. I thank you for your letter and look forward to answering the questions of your students. You may tell the future soldiers and priests that Ryther is a class society, formally ruled by nobility. Each province and city state is ruled by a Mayor, the leader of the reigning noble house. Each province also gets to name a representative into the Electoral College which is a form of parliament sitting in the capital. Six have Typically an Elector is a relative to the local Mayor. Cosmographers are considered to make wise and loyal electors.

The Electoral College votes on the Supreme Arch Mayor, who is the formal leader of The Republic of Ryther. The post has been occupied by Thomas Hopewell since the 142nd year of the Republic.

The walls I have taken also compel me to suggest you abandon superstitions and start looking at the Sun not as a deity, but as a heavenly body comparable with the stars.

Looking forward to your reply.

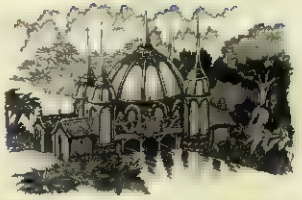
Celeste Rhenem

507 The Interest Paid

You pay Usura Shamiel four stars and promise to come back with more money later.

Write "Indebted" in your Party Journal.
Shuffle City Event card 026 "An Amethyst Offer" back into the City Event deck.

508 Maddark Seat



Uladr River separates the ustrig-infested mushroom forests of Slugvale to the north from the more peaceful Gloamwood to the south. To cross the river one must go through the bridge castle Maddark Seat, and seek permission from its rulers, the mysterious Maddark Sisters.

You enter through the southern barbican where you are inspected before you may proceed to Maddark Seat itself.

The province of Uladr is ruled by the Maddark Sisters and has suffered greatly from the fire-breathing ustrig snails and the spread of the fungal forest. Tavonnan mes'Ereet, the ruling sisters, Magus Desilla Maddark and Magus Lughiss Maddark, have allowed the sale and use of blood crystal. Thus there are rumors of dark magics and aox powers being used here to protect the Uladurans.

The Maddark Sisters are said to spend ten agura crystals every day to keep the castle's incredible magicdmists weirding and its windows lit with strange colors night and day. What strange marvels the castle must still hold, even though the power of House Maddark is waning, together with their moonsilver deposits.

Approaching the castle there are several covered wagons on the cobbled street guarded by helmed soldiers, neither their affiliation nor their faces visible. By the structure of the wagons it looks like they are used for transporting something very heavy.

Overall, the town seems very orderly. As far as you can see, there are no beggars, no thieves, no orphans. There are some wounded veterans of the ustrig wars, but even they are well taken care of by the cosmographers.

The Maddark Sisters, Desilla and Lughiss, receive you in a great hall surrounded by cosmographers, fiendstalkers, knights, and Amethyst Order officials. Their thrones are expertly carved from ustrig shells and the hall is illuminated with a myriad of colors by the sun shining through the painted glass windows. This fabulous abode was designed by heraldian architects generations ago.

"Heaven protect," says Magus Desilla Maddark.

"What business does the Council of Eight have in Uladur?" asks her sister Magus Lughiss Maddark.

"We merely seek passage to Slugvale," Ssulen'a explains. "We would do you no harm, but merely wish to study the fungal forest. And kill some ustrigs while we're at it."

As he explains your plans further, you have a chance to observe the Uladur court. The Council of Eight is not present here, which is unusual. Even more unusual is the stench of aox coming from the tower above you. It is as if it were being used for some nefarious purpose.

"And now, let us take a look at your companions," says Magus Desilla. The celestar of Maddark Seat examines each of you, asking for your identity and your business.

If Laynara is in your party » 106
Otherwise » 321

509 Lyzun the Corrupter

You decide to leave the corridor before the burning from the reflected sun becomes too intense. Swearing to return one day.

- 547

510 Freedom

As you leave the marsh behind you, you sense you are also leaving the reach of the telepathic thrallmaster. Whoever this Creator was, they will continue abusing the poor thralls, but at least you are not among them.

511 The Tables Are Turned

Together with the help of the rebels and the commoners, you manage to overwhelm the redskulls. Bailiff Jartheet manages to escape, but he curses at you from afar: "I will get you totem-breaking insects for this!"

The rebels thank you and you help them in handing out food to the hungry. It feels good.

Gain +1 Reputation with the Sable Crown

512 Intedipharoth

You fail to control the script's magic. The strange agurian scribblings form a circle on the page which bursts out at you with a telepathic attack. Needless to say, you cannot understand the writing.

The Hero who failed the Will check
No Hero may try to read this text again

513 Statue of Mazurah

As you touch it, the eyes of the statue of Mazurah come alive. The goddess of death whispers in your ear.

Gain a Death Essence token and an Inspiration gem

514 Stupid Lies

"Wait a minute," he says. "How do you know it was the horallians? And if it was the secret police, how can I be sure they did not brainwash you or something? And what business would they have with the Cult of the Fifth Eye in the first place? Nay, your story is full of holes.

He then draws a deep breath and speaks monotonously, as if repeating something from memory. "On this day in the name of the Republic of Benem, under Heaven all-seeing, for being a suspect in the crime of murder, I confine you in prison. Should you be found guilty, you will lose your head and tail."

You will be locked up for questioning, but you have managed to divert attention away from who you believe are the true culprits.

Gain +1 Reputation with the Shroud.
- 911

515 The Demon in the Details

"Mistress Phaedra, remember the last thing you asked of me?"

You tell it you do remember and ask how it is progressing.

"As you know, you wanted me to return to the Breach and fetch a blood ruby for you," it says.

The demon speaking inside your mind has grown suspicious. While trying to make it speak its true name, it is also trying to find out if you are really Phaedra.

This would be easier if the demon was stupider. You get a feeling of considerable power, meaning it might be a lusar demon.

Sensing a ruse, you tell it you did not order it to return the Breach and you have as many blood rubies as you need.

"Oh, my mistake, mistress Phaedra," it says shyly.

Place a Progress sticker on slot 2 on Artifact card 06 "Staff of Phaedra".

516 Oh Yes!

It's shock when you return to Riabo's shop, making sure no one sees your approach. Riabo lets you in and you explain the letter was sent by someone who wants to meet Riabo in the Ravenous Guiveri.

"The Guiveri?" Riabo asks. "Did you see any xi-noqs there? Three working together? Or just one?"

You tell it you have not seen any xi-noqs apart from Riabo itself.

"Riabo cannot go alone," it muses desperately. "You must escort Riabo in and, if there's trouble, out."

You agree to go with it to the tavern and prepare to do battle with three powerful agents of the lazering, which is some kind of secret police of the xi-noq hivemind.

But to your relief, and Riabo's, in the Guiveri you are greeted by a lonely figure clad in a heavy hood. From afar it could look like a quothian or even a short nihteegri, but when it raises its hood, you see it is another xi-noq.

"Ajun-zhoa bless you," Riabo says, and its fellow renegade returns the greeting.

Riabo turns to pay you for your troubles and then retreats to a private room to converse with the other xi-noq. What secret business these renegades might have with each other you will never know.

Gain Item cards 034 "Togrel's Brawn Elixir", 037 "Vampir's Grace Elixir" and 058 "Ophira's Mind Elixir"

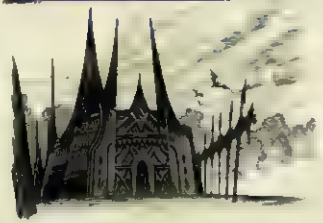
517 The Warlocks and the Serupod

You previously saw a group of Council of Eight students and their warlock teacher explore the woods. You find them and tell the teacher, a Warlock of the Outer Circle, of the serupod.

"So that's what it was," she says. "Aye, we felt the psionic cries, but I could not venture further due to the risk to the students. Now that we know what it was, I believe it would make an excellent field test. Thank you, I will let the Council know of your help."

Each Hero gains 3
Gain +1 Reputation with the Council of Eight

518 Tabbart Castle



Tabbart Castle is a black fortress situated amongst several monster-infested woods. In times of trouble, it shelters the commoners of Thryple Province from harm. The castle is known to attract purveyors and purchasers of magical items, and to host a school where mercenaries, warlocks and adventurers are trained as fiendstalkers, specialized monster hunters.

House Tabbart has allied itself with the Council of Eight for mutual benefit. The warlocks train the locals to be expert fiendstalkers, and in return, harvest their prey for ingredients for their magic. Lining the road leading from the castle gates to the central plaza are many shops selling various magical trinkets.

The keep itself looms above you like a dark monolith, the lord and ladies Tabbart no doubt observing your every move from within its sturdy walls.

You observe the apprentice fiendstalkers practicing combat in the plaza, guided by a warlock and an arms trainer. All are branded with the Tabbart tree sigil. They are about to go out hunting monsters and invite you along.

Choose one:

A: "Fiendstalker" not in your Party Journal » Join the fiendstalkers on their hunt. » 089

B: "Fiendstalker" in your Party Journal » Join the fiendstalkers on their hunt. » 665

C: "Fiendstalker" in your Party Journal » Explore the restricted shops and services of the castle. » 872

D: Leave the castle. » 620

519 The Feather Kills Again

You put the mask on and see again a blood-red vision of the past.

You are in the bedchambers of a sleeping noblewoman. You put poisonous toothache in her mouth and wait until it starts to take an effect. She wakes up, in pain.

"You!" she says.

"Aye," you reply. "This is for my father."

"But I never meant to," and those are her last words.

Lose 2
Place a Progress sticker on slot 2 on Artifact card 03 "Shadow Goggles"

520 The Aox Flask

As smoke flows out of the bottle, so does the head and chest of Star Hyperion, the demon. It looks stronger and healthier than before.

"Did you bring me something more to eat?" it asks.

You did, and it devours three blood crystals in front of your eyes.

For the first time it jumps out of the smoke and the flask.

"I am at your service, masters," says Star Hyperion, and bows.

Then it jumps up and dives back into the bottle in a cloud of smoke. The runes on the bottle start to glow, and wisps of purple smoke escape the mouth of the bottle every now and then.

Place a Progress sticker on slot 3 on Artifact card 09 "Aox Flask"
Remove that Artifact card from the game and gain Item card 151 "Aox Flask"

521 Why Don't We Think About This Creatively?

You tell her she can always create an illusion of her son and in that way his memory can live with her forever. She could even move to Starhaven and recreate their home and live a happy family life once again. It would free almost zero.

She looks at you as if you have gone mad. But before she replies, her eyes widen, and you notice she has maybe found a glimmer of hope to latch on to.

One Hero: ? +2
(For each with the Council of Eight: +1 Enchanting +2 "Saulen's Secret" +1 Zova'Sai +1)
9 or more - 892
6-8 - 909
5 or fewer - 042

522 You Best the Knight of the Guiveri

It is necessary to fight a spirit, but through magic and cunning you manage to disarm her.

She looks at you with tears in her eyes and an expression that seems almost grateful. "It is over" she says, and disappears in a puff of smoke.

You say a nihteegrn greiyger for her soul and proceed to the urn of life. It is a precious cup made of guivren horn. You take it and can feel immense power radiate from it. Inside are the ashes of who knows what, or whom. The urn feels fragile in your hands.

You came here because Mazurak bid you to destroy the urn. But will you?

Choose one:

- A: Break the urn » 774
- B: Keep the urn. » 611
- C: Return the urn to the shrine. » 087

523 Fighting Cultists

A magical ward quickly alerts the armored cultists, who draw their weapons. Behind them you see the priestess stab her victim, and a dark purple smoke fills the clearing. You hear screams and feel painful stings, but can see very little. You escape the demonic mist, but are completely disoriented, finding yourselves on top of the hill again. You turn around to look at the ritual, when several arrows, with demon-head shaped points, hit you. You quickly decide to escape the cultists, if it is not too late.

You end up on the road, wounded but alive. You only live because the cultists decided to resume their ritual.

You limp back to your camp and move it to a safer location.

Each Hero: 5 +2
Fail » Suffer 2 damage and gain

524 All Lawful Are Bastards!

You tell the guards this is a violation of your rights and would never happen in Sinnerton, or Copperton, or Behora's Hoist!

"Aye, well," says Sergeant Sagittarion, "this is the Republic of Benem. gentlefolk, and here we obey the law."

The guards point their spears at you, like the bastards that they are and you are forced to defend yourselves.

5 +2 (Drunash, Jonal: +1)
If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 25 or more (4 Heroes) » 650
Otherwise » 911

525 The Shield

You came all this way to find your ancestral shield and you are not leaving without it. As you escape, you find the small cave where it rests against the wall. You quickly grab it.

Next to the shield is a tied up nobleman in tattered clothes. He is the Sable Crown leader called the Blue Poacher.

The man mumbles something, and you take a good look at him before you exit. To your great surprise, you recognize your lover Rhaedon Highwield! Has he been the Sable Crown's leader all along?

An arrow shoots past you, and you realize you have no time to process this. You run after the others with your shield.

Gain item card 130 "Reyndelion Shield"

526 Metamorphosis

Finally you approach the Moonlily, which blossoms inside the massive flower you have persuaded to open. You gently uncover its bulb and roots to dig it out whole. As you do so, toxic fumes spew out from the hole, spreading over the whole pool.

The fumes affect the remains of the disgorger. The plant monster moves spasmodically, and then suddenly rises up again, reanimated.

With only seconds to spare, you scramble away, doing your best to shield the lily from harm. You now need to escape the swamp with the moonlily.

Spawn a Bulbous Disgorger in ID
Each Ally gains and

527 Sol Skyfford

A scion of noble Sphinxian House Skyfford, Star Sol roams Benem, swinging his sword for the highest bidder. For a long time Star Sol worked for House Mudaark, guarding shipments of moonsilver. Hell-bent on raising his family back to power, Star Sol is a courageous fighter, though some say he is often brave to the point of recklessness.

528 Attack the Redskulls

Each Hero: +2 (Drunash, Jonal: +1)
All succeed » 726
One or more fail » 564

529 Amulet of Shonosh

The amulet stops burning, and you can now see it resembles a corpse beetle indigenous to the dry deserts of the Meqetan Empire. The sinister design, while eye-catching, is unbecoming to most popular folk. Wearing one in public will surely attract attention, though not of the positive kind. The amulet grants blood-coagulating powers, and was crafted by Shonosh, a legendary Sun Priestess from the city of Kruesol. You gain a bit of luck.

Remove Story card H from play
Gain item card 105 "Amulet of Shonosh"

530 "Pull Yourself Together!"

You kick the beggar and tell him to stop blaming Maiajam. He should pull himself together and stop eating voidbloom. And the same goes for the other beggars with him, a broken-antlered boryok and the toothless mihteegrn. "They are a disgrace!"

You explain to them that you have not had it easy either, but at least you have some dignity left.

If you have "Hated by Beggars" in your Party Journal » 663
If you have "Loved by Beggars" in your Party Journal, cross it out.
Otherwise, write "Hated by Beggars" in your Party Journal

531 A Diversion at Anglers' Pier

There are plenty of people on the pier, so one of you must create a little diversion to enable the others to escape with the pirate.

"Fire! Fire!" you yell.

There is panic in the crowd with people running to and fro, screaming. You grab Bessor and try to lead her to safety, all the time being attacked by both the Sable Crown and the Shroud, and pushed about by the crowd.

Choose a Hero. That Hero: +2
Success » All other Heroes:
Fail » All other Heroes:

When you have reached the safety of the Ravenous Guiveen, wounded and out of breath, Bessor buys you a round of drinks and speaks: "We all must work for the community as best we can. The Sable Crown understand that. And I see you do, too. That way, we can share the fruits of our labor so that everyone gets their needs met. This snake oil and this piece of quartz are some of the fruits of my labor, and I will now share them with you in gratitude."

Gain item card 112 "Lucky Coin" and a Runix Quartz token

532 Webby Cosmographer

You press your blade against the sticky cocoon and start to cut open the webbing, revealing a cosmographer's robes.

The hisses are louder now, and you realize a venomian hive mother stands right above you. She does not like her prey escaping. You must work fast. There is no time to save the merchant, and the warlock now.

Choose a Hero. That Hero: +2 (Drunash, Torch: +1)
Success » 654
Fail » 067

533 You Defeat the Airship Cultists

Even with demonic assistance, the cultists are no match for you. You tie the cultists up and release the crew. The children, still afraid, are comforted by their mother, and their cries turn to soft sobs.

"By the World Egg, I thank you," says the quotman. "I will contact my company and ask them to fix the airship. Here's a little compensation for you fine folks."

She hands you a small purse filled with coins.

Each Hero gains 4
Gain +1 Reputation with the Amethyst Order

534 It's Over Now!

The beneathed wranglers drag the body away. It has had enough for today, but it is already starting to regenerate again. Seems there's no getting rid of this beast.

The scenario ends immediately

535 Soldier

You meet the hooded pattangan in the Pit again. This time he offers you food and drink and companions.

"I have seen into your very souls and I believe your hearts are noble and your livers truthful. I consider you well on your way to becoming full fledged members of the Shroud. The doors to the Pit will always be open to you."

Place a Stop sticker on the leftmost empty space on "The Sable Crown" Reputation track. You may no longer gain reputation with The Sable Crown.
You gain the permanent benefit "Valued Customers"

536 5 Eyes Collected

Nebulon: *"This team's doing real well. What a hoot!"*

Jangam: *"Aye."*

Nebulon: *"You remember when your team tried this, Jangam?"*

Jangam: *"Aye."*

Nebulon: *"How about you tell us about it?"*

Jangam: *"Aye."*

Nebulon: *"Are you even listening?"*

Jangam: *"Aye. Eh? Oh sorry, just counting eyes. Eye... Eye... Eye.."*

Nebulon: *"I keep telling you, Jangam, you eat too much voidbloom."*

537 Comrades in Arms

Bailiff Jartheet takes a long look at you, and his burnt face lights up.

"Thank the spirits, this is a fortuitous happenstance. Did our lord Amon Pennark send you here to see me? Here, why don't we share the spoils."

He gives you some of the money he has stolen from the rebels and you leave him to his important business.

You hear screams of "Submit, insects!" long after you have left.

Each Hero gains 5
Gain +1 Reputation with House Pennark

538 Smash the floating crystals!

The crystals dodge your blows at first, but after a bit of trying you hit one of them. It shatters into a thousand shards, each beautiful as the night sky, and deadly as a dagger. They scatter in all directions, slicing deeply into you.

Each Hero: ♥ 5

→ 815

539 Hyperion is Restless

Hyperion tuts and drums his fingers on his leg. He seems to be tiring of your presence.

Remove 1 token from Story card.

540 "You See, It's Funny Really, What Happened Was..."

You apologize to the Shroud and pretend to be beggars carrying some horrible disease. You ask them for alms while coughing profusely.

"Stop it right there!" the pattangan assassin orders. "Is that contagious?"

You explain that it is, but ask if you could just get a loaf of bread and some clean water.

One Hero: ♥ 6 ⚔ +2 ◆

Success → 851

Fail → 246

541 Green Circular Leaf

"FINAL," the voice booms out.

The scroll reads, "The next is to the thin one as the third was to the second."

542 Alun Defeats the Dark Army

The eyes of the stone heads glow azure, and three beams of light hit the pyre. It smokes and then bursts into flames. Some of the axe coins are incinerated, the others turn into demons which are immediately pulverized as soon as they are summoned. There is a horrible stench, but finally the dark army is destroyed.

The voice of Alun echoes in your heads. "You have destroyed an army of demons. You have withstood the corruption of axe. You have been tested, but you have not veered away from the light."

Each Hero gains an Inspiration gem.

Gain +1 Reputation with the Keepers of the Breach.

543 "You'll have to catch us first!"

You are damned if you are going to let yourself be taken captive for a crime you did not commit!

With most of the priests and the guards still on the stairs, you run into a dark corridor in the cellar, hoping it will lead to another way out.

Fumbling along in the dark is not easy, but you dare not light a torch. Fortunately, the cellars are large and labyrinthine, leading into other cellars, sewers and caves. Who knows how far they reach, or what strange creatures live there?

The guards are still following, perhaps aided by some sort of magicanism provided by the priests. Escape will not be easy...

If you have "Wanted" as your Party Journal + If City Event card 001 is in the City Event deck, place it on top of the City Event deck. Otherwise + Write "Wanted" in your Party Journal.

Each Hero: ⚔ 4 ⚔ +2 ◆ (Dreadnob, Vesta, Torch +1 ◆)

Any fail → 913

544 Your Lives as Butterflies

You are butterflies, flying around from flower to flower blown about by the breeze hither and thither. Life is fantastic and you are quite sure that you are ephira butterflies.

Then calamity! The magic wears off and you painfully turn back to your ordinary selves.

You are faced with the question. Were you really people transformed into butterflies or are you now butterflies transformed into people?

Each Hero loses 2 and gains .

545 Amon Pennark is Impressed

The mind-demon sorcerer looks at you approvingly.

"Good. I see you have found the Orb of Axis and brought it here. All that remains now is for you to place it in one of the waygates you have opened, and our alliance will be sealed. You have heard Shanter's limited understanding of the world, but let me assure you, without the power of axe you have only a fraction of the strength available to you. Place the Crimson Orb there, and get a taste of unlimited riches and power! You will become captains of all the demons, rulers of Agemonia and Breach alike: godlike in your strength and wisdom."

You realize your whole lives have led to this point. You can protect Agemonia from the demons... Shanter finish... or try to rule both the demons and Agemonia. Which path will you choose?

Choose one:

A. "We want unlimited riches and power!" → 278

B. "We will never join you!" → 935

546 Attack the Muggers

As the bandits are about to descend into the crevice, you attack them from the shadows. They turn out to be seasoned warriors, and the fight is more balanced than you expected.

After the initial combat, the ignisaur yells at you, "Stop... fire! Do you know who we're with? Do you really want to anger the Shroud?"

The Shroud is the biggest and most ruthless criminal organization in Agemonia. You might be wise to back off.

Choose one:

A. "We're terribly sorry, boss, we had no idea." → 800

B. "We came here to drink wine and kill gangsters. And we're all out of wine." → 370

547 Escape from the Reliquary

In any normal place the chain would be out of reach, but since gravity works differently here, you can run up the wall, upside-down on some stairs, and then crawl along the ceiling to reach the handle. That is the plan, anyway.

Unfortunately, the xi-noq catch you as you run up the wall and suddenly you feel thirsty, so thirsty! You are drying like fish in the sun. Those of you who were shrunk return to their original size, feeling all the more thirsty.

→ 803

548 Festival of the Spirits

The shaman chieftain speaks bluntly: "I have seen into the very souls of merchants and brigands alike, and I believe their hearts are rotten and their livers full of deceit. We will continue with the ceremonies, but you are welcome to join us.

The warriors put down their weapons and join the celebrants. You are offered food and honey wine, and wild dancing to the rhythm of clackers.

It is a night to remember! Too bad about the wagon train.

549 The Armies Retreat

Soladin Yanesh looks appraisingly at Lunara for a long time. Then he lowers his spear.

"Legionaries, lower your weapons," he barks, and then talks to Lunara much more politely. "Star Lunara of House Bryndelion, the Church of the Burning Sun and the Sunshine Legion formally requests permission to enter the Republic of Benem to apprehend a dangerous fugitive."

"Such requests must be addressed to the Supreme Arch-Mage," Lunara replies. "Her seat of power is in the capital. Of course, you cannot enter Starhaven armed. Good day."

You heard her" yells Yanesh at the legionaries. "Retreat!"

The legionaries turn around and start marching back where they came from.

Lunara gains an Achievement gem.

550 Bad Deeds Punished

The mercenaries and the croupiers make you give back everything you have stolen. The patrons of the casino look at you haughtily, and cheer at the mercenaries who caught you. You manage to avoid arrest by offering to give the casino a good clean.

Each Hero spends 3 .

551 The Shores of Fort Pennark

"Heaven protect, friends," says the guard, and guides your ship to the harbor. "Times being as they are it is good to have friends." It is misty, and he tells another guard to take you to the fortress.

As most of Fort Pennark is busy preparing to attack Mossport, the guard escorts you up the stairs and into a huge dark chamber holding a teleporter and several cages full of monsters.

→ 145

552 Heroes of Runedale

You manage to close the lid and whatever malicious forces there were in the mausoleum are lulled back into their eternal sleep. It is quiet and calm.

Before you leave, you hear footsteps coming down the stairs. It is Silma, High Priestess of the Fifth Eye.

"Praise the ancient ones, you managed to stop it!" croaks the quothian priestess.

She explains to you that they were looking for artifacts of the ancients when they were attacked by the revenant.

"You have shown yourselves to be true friends of the Cult and of the City of Runedale. You will be rewarded in the afterlife, but allow me to also reward you in this one!"

Gain Item card 043 "Scroll of Stamina."

Each Hero gains 6 .

Gain +1 Reputation with the Cult of the Fifth Eye.

553 Tremors of Barricade Isle Scenario Card

You are asked to see the High Priestess of the Fifth Eye in Runedale.

You walk through the artifact exhibits and the halls of chanting, past the engravers workshop and into the study of Silma, a middle-aged quothian in a very tall hat adorned with the five eyes.

"Ah, there you are! May the ancient protect you," she croaks the traditional greeting of the Cult of the Fifth Eye. "May I offer you something? Wine and cakes as is the custom here in Benem?" She turns to a young nihtesqrl priest. "Bring us some wine and cakes, and eggs and mushroom milk for me."

While waiting for the refreshments, she asks you to tell her a little about yourselves. Then Silma says, "You probably think of the Cult of the Fifth Eye as a shop for scrolls. We do inscribe and sell them, it is true, but the true purpose of the Cult is to uncover the mysteries of the ancients. Remnants of their legacy are scattered all over Agemonia: the Skyrender, the Bluefire monorail, magicamsms of all sorts. But who were the ancient ones? That is what we would like to find out."

The drinks arrive and she takes a sip of the white liquid she called mushroom milk.

"Ah, that hits the spot. Now, I believe it is time to abandon the superstitions of our peoples and find out the truth of Agemonia. We quothians used to believe the world exists inside an egg. Nihtegrri and pattangans worshiped nature spirits. The tanusaurs revered the Sun. Still do. But these are all but the surface and our job as archeologists is to find out the truth."

She pulls out a beautifully inscribed map of Benem's eastern shores and spreads it on her desk.

"Here beyond the Reflection Range is a sea called Valigo Bay, and in it stands Barricade Isle. Someone or something is causing horrible tremors on the island and it is difficult to approach with a ship. I believe the cause of the earthquakes might be some device of the ancients in the temple of Lantmora there. I would like you to explore the temple and, if possible, turn off that magicanism. The actual excavations can then be carried out by priests of the Fifth Eye."

"Here," she pulls out another scroll, "is a scroll we purchased from the Amethyst Archives. It is a superstitious pagan song about the island, but there may be a hint of truth to it, nevertheless. After all, the first pagans lived during the time of the ancients. What do you say? The reward will be worth your while."

Go to Scenario card 7 "Tremors of Barricade Isle"

554 A Small Opening

You enter the cellar and witness a bunch of pagans in the middle of the crates and barrels. They have drawn a strange symbol on the floor and have put up a wooden statue of the goddess Lantmora. One of them is holding a gric, and another a knife. You hope they are just going to give the cute creature a shave.

There is another room in the cellar, but it turns out to be more of a cupboard. Fortunately, there is a small window in the upper corner leading to a back alley. Escaping through it quickly will not be easy. Behind you, you hear the sound of the cosmographer soldiers marching down the stairs.

Each Hero: [S] [A] +2 [Hook & Rope +1]
Fail = Gain an Injury card.

555 "We will not suffer demon worshipers to live!"

You declare him a dangerous heretic and a madman, and attack him. But before you get close enough to hit him, demonic claws drag you away, and you lose consciousness. You awaken the next day, bruised, and with your companion nowhere in sight.

There is a piece of black bread on a cleaned stone next to you. He left you breakfast.

Each Hero loses 2 [Heart] and suffers 1 [Heart] damage

556 "O Good Knight, Thank You!"

You refuse to do the quivrens bidding. It flies in a circle around you, and you feel remorseful. How could you have let such a fantastical creature down?

You no longer hear its beautiful voice as it flies away, perhaps never to be seen again.

Each Hero discards an Achievement gem

557 Burying the Wranglers

You stack the human corpses away, and it seems somehow wrong to let them rot. The demon corpses, however, are a different matter. You dig a hole in the ground and place them there. May the demons be with their grandmothers now.

The nihtegrri needs to be mummified in a process that takes months, after which the dried up body is placed on a raft in a river or the sea. Haven't got time for this, you place the impregnated body on a makeshift raft instead and light a candle in his memory.

Korallians leave their dead to feed the fishes and other cattle, serving the economy even in death. You figure you can leave his corpse to the demon tapirs in the spirit of the tradition.

When you are finally done, you respectfully take their valuables and add them to your own.

Each Hero gains 2 [Coin] and an Achievement gem

558 Left Receptacle

You place the stone Orb of Focus in the [illegible] and hums with violent power and then bursts out with blinding energy hitting the entire vault.

Each Ally [Heart] [Heart]
Each Ally gains [illegible]
Gain Item card 139 "Orb of Aum"

559 Rox Involvement at Maddark Seat

Dear Celestor Rhaenus,

Heaven protect.

I am appalled by your suggestion that Magnus Beallis in Tragnus Aughsea would be connected to any magic or illegal practices. They are the water mages of House Maddark and such an accusation is an accusation against our whole house!

I have informed my mother, Sughsea, and my aunt Beallis of these doubts and they consider this a serious insult. As you must know, Maddark Seat has ever been a shining beacon of light and strength in the Republic.

One could just as easily accuse you of being too lenient on the pagans, since I know their superstitions continue to thrive in Lunedale. In fact, I might add, in Maddark Seat, where superstition is not suffered.

With collegial greetings,
Celestor Peshor Maddark
Maddark Seat

560 The Ki-noq Puzzle

"Did anyone see you come in?" Riabo asks nervously, as you enter his sanctuary. It runs to the window and looks both ways down the street, then invites you into the back room.

"As you may know, Riabo has not been a part of the Song of the Xi Noq for a long time. There are some others like Riabo, renegades and wanderers, but contact among them is strictly forbidden. Yet, if we do need to convey messages, we use a complex system of codes."

Riabo pulls out a small pouch and a carved piece of wood that looks like a game board. You recognize runes of the ancients carved into the wood in a random order.

"This is the key," Riabo explains and looks at you appraisingly, as if pondering whether it can trust you with more. Then it draws breath and makes up its mind. "And today Riabo received this."

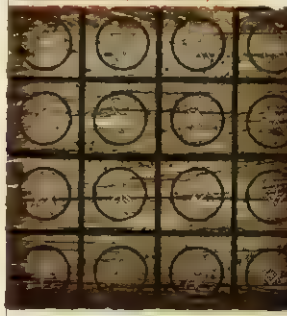
You are shown a letter with dots and arrows but nothing else, not even a signature.

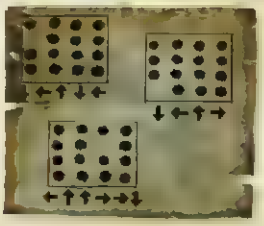
"It is a message from another," Riabo says. "Or it is meant to look like one. Perhaps it is sent by the lazzet-noq, they are always spying on poor Riabo. Riabo cannot know. Here, you take it."

Riabo offers the encrypted letter, the board, and the pouch to you. The pouch is full of small pebbles. The xi-noq proprietor then escorts you out of the back door.

"Come back when you have figured it out," Riabo whispers, "and thank you."

Use [illegible] tokens to represent the small pebbles.





You may only give an answer to this puzzle once. If you are not ready yet, you may come back to this section later.
When you know what Riabo should do → [Book] 103

561 Glass-Enchanter

You focus your magical powers against the thick glass which starts to undulate and ripple. It is mentally exhausting, but at last you make it open a circular pathway for you to walk through.

Each Hero: (Enchanter in the party -1)
- 962

562 Harsh Interrogation

You find some cosmographers who either look suspicious or just prone to answering questions under intimidation. Most of them will not know anything about this, but some of them might.

After all, it would be a shame if something happened to their invaluable research.

Choose a Hero. That Hero (Blademaster Knight Marauder -2)
Success » 226
Fail » 077

563 Cleric of the Fifth Eye

You stand in the temple, in front of the cultists of the Fifth Eye. You have been thoroughly washed and have been taken to see some of the mysteries of the ancients. You do not yet know who or what the Fifth Eye is, that comes later but you do know the ancients will soon return and begin to restore their superior culture to Agemonia, making all current countries and governments obsolete.

You are each dubbed priest or priestess of the Fifth Eye. The cultists sing a hymn in your honor.

Each Hero may gain a scroll from the Magical Scrolls service for free.

564 A Familiar Crown

Jonai looks upon the toad statue, which at the same time seems very familiar and completely alien. The crown of light which appears on her forehead shines brightly now, and all can see it is similar to the one worn by the toad.

"Abomination!" crows Silma. "Do not let the freak touch it!"

"She is of the Breach, yet she does not seem a demon," the demon worshiper says, fascinated.

"She should be burned as a heretic and a pagan," Celestor Rhaenna declares. "But I will let the stars be the judge of that, if you let me destroy the idol."

Jonai gains an Inspiration gem.

Choose one:
A: Side with High Priestess Silma. » 808
B: Side with the demon worshiping noblewoman. » 510
C: Side with Celestor Rhaenna. » 462
D: Steal the figurine for yourselves » 138

565 Journey

The Pennarks have not only taken Runedale, but are threatening to conquer the island principality of Mossport as well. The place has special significance for the Keepers of the Breach as it houses the Mossport Monolith, an obelisk connected to the two beacons you have discovered. If Amon Pennark gets his claws on it, Agemonia will be engulfed by sea.

You manage to escape the Pennark-occupied Runedale and head for Kyther Point, a harbor town in the heart of the Pennark lands. From there you can catch a ship to Mossport.

The usual way to Kyther Point follows the River Theraple downstream and then the River Thurym upstream until one leaves the river ship and marches along the well-traveled road east. But the usual way is teeming with Pennark soldiers and while you could easily take on a group or two, you would like to make it to Mossport unscathed. So you are forced to wade through the forests overgrown with bladethorns, to swim across the Thurym, and then walk through the rocky hills of Pennark Province while trying to avoid any signs of life.

That is, until you reach sight of Kyther Point. You hope you can catch a ship from here across the sea to Mossport.

566 Cheering Crowd

Nebulon: *"What a fight, Jangam."*

Jangam: *"Epic, Nebulon."*

If you do not have "Five-Man" and a previous score in your Party Journal, write "Five-Man" and your score in your Party Journal and » 585
Otherwise: if you have beaten your previous score, cross it out, write in your new score and » 382
Otherwise » 640

567 Hyperion Has Had Enough

"That's it, you've disturbed me for long enough. I feel the need to watch you suffer!"

Remove all tokens from Story card.
tokens may no longer be placed on Story card. Place a token on Story card to remind you.
Stop the timer.

568 Runic Wheel

As you touch it, the runes on the heavy wheel start to blaze, burning you with a magical light.

569 Red Circular Moon

"YOU!" the voice booms out.

The scroll reads, "Half way towards the same colored moon."

570 A Ritual in the Forest

Eerie red and yellow clouds obscure the sky and strange animals call from the dark woods as you gather around a ritual fire started by the pattangan shaman. She gives you some castanets she calls clachers and tells you to sound out a rhythm. They come in different sizes and everyone finds a pair that fits their claws or fingers.

From the initial cacophony you find a common pulse when you learn to observe each other's sounds and movements. She feeds you each a voidbloom and you chew on it. The fire in the middle grows brighter. The sounds outside grow faint and disappear.

The sky opens up and you realize it is a mouth. The giant mouth opens and descends upon you. Inside the mouth you see darkness, but far, far away, a dim purple light. That light draws you to itself. The mouth is about to close around you.

The light grows bigger and you feel you understand everything, the truth behind all the secrets in Agemonia. At the back of the mouth is a massive set of scales. In one bowl is an elderly pattangan whom the shaman calls her mother. The other bowl is empty.

Each Hero discards an Item card or token.

You place something in the other cup and the scales are balanced. The shaman approaches her mother who gives her some Clachers of Wisdom.

The light grows brighter and brighter and soon you see nothing but blinding white. You must close your eyes. When you open your eyes, you are in the forest again. The fire has died and you are slightly cold.

The pattangan holds the Clachers of Wisdom in her hands.

"Totems bless you, friends," she says, and clacks her clachers. "With these, Agemonia will be saved! I am forever in your debt. I dedicate my head, my hands, my heart, and my liver to save your lives when you most need me. This I swear on my totem."

You retire to your tents and when you wake up in the morning she is nowhere to be seen, but you feel her presence with you still.

Each Hero gains an Inspiration gem.

571 Amon Pennark, Beaten

You finally manage to defeat Amon Pennark for good. He looks at you incredulously and for a moment you see his both selves in death. The towering demon lord perishes in terrible agony while the golden haired nihteegri keeper of the breach finally sees the error in his ways as he passes away. May he be with the stars now.

572 Could This Work?

One of you pretends to be choking, while the others call to the gaoler for help.

"What is it?"

You tell the gaoler that your friend must have swallowed a part of the loot.

"Really? Stay back!"

The gaoler unlocks the door and steps in to examine his gasping prisoner. Then he stops, suspicious.

"Wait, what exactly did he swallow?"

One Hero 2
Success » 455
Fail » 166

573 A Strange Place For A Note

Inside the breastplate you find a piece of paper on which Wollyon has scribbled a note saying "I have disguised the ruby as an urn," whatever that means.

574 Red Hexagonal Leaf

"TRY" the voice booms out.

The scroll reads, "Teleport away from the nearest corner one space."

575 The Captured Revenant

You manage to find a way to magically stop and isolate the revenant instead of just charging at it. It will not harm anyone now and the city guards can deal with it later.

Each Hero spends 2.
Each Hero gains an Achievement gem.

You realize you are quite close to the house from where it came.

Choose one:
A: Help yourself to a little reward from the house. » 012
B: Enter the house to try to stop more of these creatures from appearing. » 291
C: Leave the area and report the creature to the city guards.

576 The Cult and the Egg

You take the strange egg to the Cult of the Fifth Eye who seem very pleased.

High Priestess Silma says you will be rewarded in the afterlife but she also wants to reward you in this one.

Gain +1 Reputation with the Cult of the Fifth Eye
Gain Item cards 047 "Scroll of Summoning" and 048 "Scroll of Resurrection"

577 The Blood Red Gem

Inside the archival box you discovered a beautiful gem pulsating with crimson light. You reach out to touch it and feel an intense burning in your hand. To take it would hurt even more.

One Hero may suffer 1 damage to write "Blood Red Gem" in your Party Journal.

578 Searching Through the Mess

Searching through the mess you discover wet scrolls and torn clothes, but also some valuables.

Gain 7 a Wormweed token, a Moonsilver Ore token and Item card 034 "Lunawa's Leap Elixir"

579 Gramask Knight

Your serving boy tells you that the rarely seen Virgon Gramask has summoned you. The elderly gentleman and official ruler of Runedale smiles paternally and places his sword on your shoulder. "On this day in the name of the Republic of Benem and House Gramask, under Heaven all-seeing, I dub you Knights of the Serpent and the Emerald. In service to House Gramask."

You are informed that you may now use the title "Sir" before your name. He then tells you that House Gramask has always stood fast against the Penmarks and will protect the Republic with its dying breath.

If you are level 4 or lower and have "Wanted" in your Party Journal, cross it out.
Each Hero gains an extra to spend in this City step.

580 The Questioning

You defeat the assassins of the Shroud, but manage to leave one of them alive for questioning.

Lunara approaches the assassin and bends down to remove their hood, revealing a scarred korallian woman, her gills wheezing as she struggles to draw breath as Lunara places her boot on the side of the killer's neck.

"Who paid you?" asks Lunara.

"I have the right to pursue prosperity the same as you."

"You tried to kill me!"

"Perhaps you would have fared better in the next life."

"We nikteegn don't believe in reincarnation."

"Too bad for you. Religion is the aroma of the world, the medicine of the people."

The korallian is defiant, but you can tell she is not too keen to enter her next life. After some persuasion she agrees to talk if you let her go.

"It was a cosmographer from Orrery Hill who contracted us. Celestor Beatha his name was. He offered us so much money we suspect he didn't steal it all from the observatory treasury. You have powerful enemies, Star Lunara."

Lunara releases her boot and the korallian assassin crawls behind one of the rocks, holding her neck.

"Don't you want to bury the bodies?" you ask.

"Use them for fish food for all I care," she says as she scutters off.

You push the assassin corpses away from the road, confiscate their belongings, and cover them with leaves. If their comrade does not want to bury them, you do not feel obligated either.

Gain 4 and a Blue token
Lunara gains an Achievement gem
Write "The Celestor's Betrayal" in Lunara's Hero Journal.

581 Somebody Left This Behind...

You pat the tagrel and the lizard and go through the saddlebags. The lizard bites and claws at you as you approach it.

Each Hero suffers 1 damage.

Looks like the tagrel was the mount of a Priest of the Fifth Eye. The draft lizard's bags contain instructions for opening the portal, so it might have been used by a demon worshiper. Part of the ritual involves turning a living person into a figurine.

You take what few valuables are in the bags.

Gain a Togabane token and 2

Choose one:

A. Try to close the portal by manipulating the magical stones. » 725
B. Jump through the portal into the Breach. » 654
C. Don't mess with your way.

582 A Star in Hand is Worth Twenty in the Sky

You hand Rhaenna a purse full of stars.

"I see you do not share her failing," she says, and arranges the pearl constellations on the back to properly reflect the night sky. The pearls light up, one constellation at a time, and radiate with the power of cosmographic knowledge. You realize the garment truly carries the wisdom and strength of will of a High Celestor.

Place a Progress sticker on the slot on Art fact card 07 "High Celestor's Robes". Remove that Artifact card from the game and gain Item card 148 "High Celestor's Robes".

583 "What's This?"

The guards pull out every questionable item you have on you, including some that only look illegal.

"Well, well, well," says Sergeant Sagittarion. "On this day the stars shine not upon you. How can you explain this?"

You cannot.

The guards start to confiscate the items.

Discard all illegal items your Heroes are carrying.

584 All is Fair in Love And War

After the battle you go check on the Blue Poacher. You see your gulmverscale shield in the same cave lying against the wall.

You grab the shield and look at the Blue Poacher. He is a nobleman in tattered clothes, but when he raises his head, you recognize him.

To your great surprise it is your lover, Rhaelen Highweld!

You realize Tan Gunagill will never let you release him.

"Quickly, my love," he says, "look for a toxin in my bag."

You pull out a vial that you do not recognize.

"Drinking it will make me stiff and cold. I will appear dead," explains Rhaelon. "And after a few hours, I will awake as from a pleasant sleep."

You pour the potion down his throat and soon enough he seems to die.

You pray to the stars he will awaken.

"What should we do with the corpse of the Blue Poacher?" you ask Tan Gunagill.

"The totem-breaking fool is dead?" asks Gunagill, and glances over Rhaelan's body. "I thought his liver was braver than that. Throw him into the waterfall for all I care."

You drag the body out, but leave Rhaelon to recuperate and flee, kissing him on the forehead as you depart.

Gain Item card 130 "Brynndellon Shield".

585 A Great Show

A lot of fans made some good star on their bets tonight, and they show their gratitude with some generous tips.

After the contest you are healed for free.

Each Hero gains 20 and an Inspiration gem and discards all their injury cards.

586 Another Attack

Each Hero 2
All succeed » 122
Any fail » 209

587 Capture the Assassin

A large horjer woman rams a drunken cosmographer with her antlers while the innkeeper quickly takes down the mirror behind the bar. At the same time a quothian witch disappears into the shadows and then reappears on top of an indignant knight.

The guards have a hard time getting to the assassin who is trying to retreat to the back door. You run after her. As you reach her she throws a dagger at you. And then another one, and then she draws two shortswords. This might get ugly!

2 +2 (Drenosh, Jonah: +1)
If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » 473
Otherwise » 342

588 Help the Vespir

You help the vespir and murder the other patangan. The lizard grabs one of the corpses and flies away with it, but then turns to smoke and the body falls to the ground somewhere far off. You search their camp for valuables.

Gain Item card 053 "Obsidian Figurine"
Gain 5

589 First Hero Injured

Nebulon. *"And they're down! I don't know if they're getting up from a beating like that, Jangam."*

Jangam. *"Floating around in that slime like a yolk in an egg, Nebulon. A beaten egg. Like an uncooked omelet. It's making me hungry."*

Nebulon. *"Well, don't forget gentlefolk, if you're hungry, try The Pit's famous uncooked vespir egg omelet. If it don't kill you, it must be good for you."*

590 Help the Boryot to Escape

The Shroud has no business killing innocent travelers! You draw your weapons and prepare your magic to defend the boryot.

The killers do not prepare for battle, but instead disappear into the shadows again. You hear a whistling sound, and are startled when a demonic claw appears out of nowhere, makes a movement in the air, and then hands the boryot a poison dart that was flying towards him.

"As you can see, I have powerful protectors," the boryot yells to the unseen assassins. "Both mortal and otherwise. Go in peace!"

After a while, the sense of danger disappears, and when you check the vicinity, The Shroud is nowhere to be found.

You share your food with the boryot and he also offers you some mountain beer from a barrel he has brought with him.

"I had not told you the stories behind all of my tattoos," he says, and reveals a demonic rune in his chest which shines crimson. "This one I got when I joined the Jade Tendril and sacrificed 10 demons for power." So he is a cultist just as the Shroud said! And clearly his demon helpers are powerful since they could take on the Shroud.

"Perhaps you would like to hear more about the powers demons can bestow upon us mortals?"

Choose one:

- **A: Politely refuse** » 846
- **B: Tell him you are very interested.** » 127
- **C: Attack him.** » 955

591 Who Could Resist?

A little further off is the redskulls' wagon, completely unattended. No one notices as you walk over to it, and loot their stuff. In a way, you are also helping the people in the caravan. Not this particular caravan, but the redskulls' next caravan of victims will have a better chance since the redskulls will have fewer weapons. Right?

Gain a Moonsilver Ore token, a Lapis Ore token, and 7

592 For the Pirate and the Shroud

You cannot suffer filthy pirates to walk around in Runedale, so you join the Shroud in their attack. The Sable Crown engages you in battle. Steel clashes against steel, and arrows and darts seek their targets amidst shields and helms.

(Blademaster, Guardian, Knight, Marauder: +1)

If the total number of successes is 15 or more (2 Heroes), 19 or more (3 Heroes), or 26 or more (4 Heroes) » 372

Otherwise Read » 069

593 Device Activated

You place the runes in the way outlined in the old parchment, and manage to operate the device. In the middle of the magic circles is the Breach portal, which now starts to diminish.

A powerful wind blows into the portal, crushing the Bloodrock into small pieces and reducing what is left of the demons into claws and entrails.

As you breathe a sigh of relief, you realize there was something inside the Bloodrock... or someone! You see the bulky, four-armed shape of Graznak the demon, holding a smoky blue orb of power in one of his hands.

"Find the crimson sister of this orb of power
In Runedale embed her in the screaming tower
If you call me master, take the orb of power
Else I'll tear asunder every beast and flower"

Choose one:

- **A: Swear fealty to Lord Graznak** » 704
- **B: Refuse to help Graznak** » 935

594 How About Some Reward?

You call after the ignusaur asking for a finders fee. He turns to look at you appraisingly.

Choose a Hero. That Hero: +2

Success » 692

Fail » 780

595 The Squealing Beggars

The beggars recognize you as the one who has harassed them on the pass. They avoid direct contact, preferring to observe you from behind corners, but one of them clearly ran to inform Star Marion since she soon finds you.

"Dressed as a beggar!" she says. "Really? You have even less honor than I thought."

» 216

596 First Lamp Lit

Jangam: *"Shining a light, Nebulon."*

Nebulon: *"Indeed Jangam, and Five-Maw does not like that."*

Jangam: *"Nor do the Pennarks!"*

Nebulon: *"Let's change the topic, Jangam."*

Jangam: *"Is 'Five-Maw' its name or is it the type of creature it is, Nebulon?"*

Nebulon: *"Let's just watch the action, Jangam."*

597 The Angry Warlocks

The warlocks command magical powers which are far stronger than you. They let you live, but tie the assassin to a mushroom, unmask him, take his magical bow and torture him horribly while you limp away to safety.

Each Hero

598 Pennark Squire

You meet again with Star Rithna, agent of House Pennark. She officially makes you her squires and promises that you will now receive a purse from house Pennark in payment for your services.

Place a Stop sticker on the leftmost empty space on the "House Gramask" Reputation track. You may no longer gain reputation with House Gramask.

You gain the permanent benefit "Paid Expenses"

599 The Acorn Code

The veiled guard nods, closes the hatch, and pulls the door open.

From the smell and the sounds, you realize you must be under The Pit, an underworld bar that is also the secret headquarters of the Shroud. Somewhere above you, drinking, dancing, and gambling are going on.

But the room you step into is far less impressive, with just a few crates used for chairs. On one of them you see a veiled assassin, an agurian guessing by his size, cleaning his blades. There are bloody rags on the floor next to him.

He looks at you, the shroud masking his face. Clearly, you have found the murderer.

"May you be remembered, friends," he greets slowly. "How can I help?"

You tell him you know he murdered Sister Phaevriss beneath the Towers of Justice and that you were blamed for it.

"I am sorry about that," he says, "but looks like you got away."

You tell him you are tasked with bringing the culprit to justice.

"The Tower of Justice is a ruin," he says. "Just like all justice in this town. Sergeant Sagittarion? He is a joke. So are the Gramasks. My employer wanted justice. He paid the Shroud for it, and he got it. I delivered justice to that Priestess with this dagger. Now, it looks to me like you have a choice to make. Serve justice, and tell Sagittarion you found nothing."

He looks at you as the shrouded guard walks you up several flights of stairs to a back entrance of the Pit. You emerge near the dried up river bank, wondering where your loyalties lie.

Choose one:

- **A: Tell Sergeant Sagittarion the true culprit has escaped town.** » 976
- **B: Tell Sergeant Sagittarion who the real culprit was.** » 720
- **C: Tell the Cult of the Fifth Eye who the real culprit was.** » 214

600 Journey

The sun is setting when you walk past Mazuruk Plaza and cross the bridge to the Exalted Bank. You easily find the trading company's luxurious office and feel a strong aox presence in its cellar. The cellar acts as a storage for imported valuables and there are several pattangan porters carrying crates inside.

The building is well guarded and it seems impossible to get in without being noticed, but then you come up with a crazy plan that just might work... You hide in some crates, and let the porters carry you in.

Hiding inside the crates, you wait for things to go quiet before you get out, but they do not! Instead, a ritual is being prepared while the porters carry on working. By the time they have left, the demon worshipers are already chanting.

601 The Demon Officer Vetarvais

You are no match for a demon of this power. It easily defeats you.

Each Hero suffers 2 damage and gains an Injury card.

» 053

602 Benaethid Defeated

You slice off the last of the benaethid's heads, sending burning acid everywhere. It hits the ground hissing, the splashing acid burning holes in your clothes. It looks like its hulking body is intact enough that you could retrieve its precious gallbladder if you have the stomach for it.

Place two Rile tokens in the area the Benaethid was in when it was defeated.

If you have not revealed Story card » 702

603 The Proverb

If your answer was `Early Gric Eats Cheap` » 726
Otherwise » 227

604 The Art of Airship Maintenance

You introduce yourselves to her and find out her name is Zen'n, and she used to work as an engineer in the Amethyst Order airship route between Ambergate and Sinsterton.

"Yes, indeed, I gave my head and heart to the Amethyst Order and thank them for giving me a job and meaning. Then I grew old and my eyes were not as keen anymore, and I was cast aside. Fortunately, I had some savings left, and did not have to beg in the streets, like many of my colleagues. Those foolish parasites should have been smarter when they had a job! We all get what we deserve."

You did not ask for her life story, but you got it anyway.

"Anyway, after the flood in Ambergate I was forced to move here, even though we are far from the sea. Plenty of horallians stayed in Ambergate, of course, but nihteegri are easier to talk to. What was it that you asked?"

You take the old lady to the Ravenous Guivren and buy her some raw fish and a glass of tentacle, only to find out she prefers nihteegri food. You eat the fish yourselves, and order her wine and cakes instead.

She tells you plenty of stories about airships, how to repair them, and how to sabotage them. And even more stories about lazy horallians who should have known not to become poor or manned.

As the moons rise, she bids you good night.

"Remember every day is another test, and the gods will not help you until you change yourself from within."

Each Hero gains an Achievement gem
Write `Airship Knowledge` in your Party Journal.

605 A Strange Vista

Clearly, the puzzle box cannot be manipulated by mundane means. It is magical and its riddles need to be solved magically. Perhaps telepathy is the answer?

You see a world looking like the sunset, with a ruined house floating on nothing. In the house is a stone table and on that, the puzzle box. Only it is much bigger. You understand you must get inside it.

You awaken, feeling drained. But you now know the magical combination to open the way to the larger puzzle box. The solution must await you there.

Gain
Place a Progress sticker on slot 2 on Artifact card 05 "Puzzle Box of X, Sa."

606 The Figurine of Lanimora

On a hill to the north of Runedale is a small house where Astria, Priestess of Lanimora lives. She is a solemn nihteegri maiden dressed in a simple linen dress.

"Heaven protect," she says, as you approach at nightfall. "I had a feeling you might come looking for me."

You present her with a pack of embroidered silk.

"That's very thoughtful. The star lotus is the flower sacred to Lanimora," she says without opening the pack.

Then you show her the figurine.

"She is the queen of the gods, patron of sailors, and the goddess of protection," she explains.

As she touches the figurine, a star begins to shine brightly in the darkening sky, a part of Lanimora's constellation. A ray of light strikes down from the star at the statuette, and the orb in its hand glows azure.

"She has blessed you," Astria says, and smiles.

Gain
Place a Progress sticker on slot 3 on Artifact card 10 "Figurine of Lanimora" Remove that Artifact card from the game and gain Item card 150 "Figurine of Lanimora"

607 Kill the Vermin

"Help! By the stars, help!"

You kick some of the little beasts away, and strike at others with your weapons. Some of them scatter, while others jump up at you with their sharp teeth and claws. You pick some of them off your legs and fling them away, while smashing others with your fists and the hilts of your weapons.

Eventually you manage to drive off the surviving vermin.

Each Hero: 3
» 696

608 Robbed!

You shrug the boy off and listen to the old woman for a while more before she finally leaves. It is only much later that you realize some of your purses are missing.

Discard half of your party's (rounded down, maximum 10)

609 The Zlohian Menace Scenario Card

"Attention gentlefolk, Runedalians, tourists, patrons of The Pit!

Tonight we bring back one of our all-time favorites! They are our most beloved, and perhaps, most dangerous performer. They attack, entangle, they split into even more threats. Yes, they are the Zlohian Menace! And whoever defeats them is in for a reward worthy of an elector! See the menace tonight at the Pit! The show starts at nightfall! Tickets available at the door!"

Gain Scenario card 12 "The Zlohian Menace"

610 Protection

The teleporter is a key part in the Pennarks' plans, and clearly the saboteurs know that, too! The Pennark soldiers haven't noticed the shadows in the corners so you spring towards them before they manage to put their planned strike.

+2
If the total number of successes is 14 or more (2 Heroes), 21 or more (3 Heroes), or 28 or more (4 Heroes) » 771
Otherwise » 499

611 The Boryot's Package

As the guards hold the monster, she changes back into an old hag, her skin shriveled and her antlers flaky.

"But my father saw you in the Vault of Time," she yells at you as the guards take her away.

You retire to the nearest inn, and open the package. Inside is an exotic black hilt for a longsword. The pommel has an empty socket, which perhaps could be filled with a magical gem. Whatever it is, it must be valuable.

Write `Voidrender Hilt` in your Party Journal.
If you have `Voidrender Blade` in your Party Journal » 176

612 Middle Receptacle

You place the shining Orb of Power in the hemisphere and hear an almost joyous whirr as the receptacle closes and recedes inside the floor. The light shines through the stone shell and a sound like a bell ringing echoes in the chamber.

Read OUTCOME 1, SCENARIO SUCCESS.

613 Break Your Vow To Mazurak

You have more pressing business than exploring abandoned temples. As you move along, you see a huge bird fly in the sky above you. At least you think it is a bird. Could it be a guivren?

Eventually, the creature flies away and you hear the hissing voice of Mazurak inside your head.

"You have broken your vow. You are in league with the guivren, I will not tolerate this!"

You feel a violent pain in your head.

Each Hero suffers 3 damage, and gains

614 Release the Monsters

You enter the igniśaur driver's cage and remove her ring of keys. You then leave her in the cage and open the others.

"What are you doing?" cries the indignant igniśaur. The noise of the togrel's roars drowns out her further complaints.

The monsters gallop, run, fly, or slouch away from the wagons. Whatever gratitude they felt for you disappears quickly as the creatures decide to flex their muscles by attacking you!

Each Hero:

After that, the monsters run into the wilds. The imprisoned igniśaur is furious, despite the fact that you just saved her.

"Sun's Fire!" she curses. "How dare you disrupt my business?"

As you throw her back the keys, you remind her that her business is illegitimate and no innocent creature should have to suffer imprisonment.

She looks defiant at first, but then realizing you outnumber her, walks to the driver's seat. "Innocent creatures.." she mutters under her breath. "Sunless beasts more like."

Write `Monsters Freed` in your Party Journal.

615 Talk Him Out Of It

The Blood Knight turns in surprise as you reveal yourselves to him.

"Who dares approach Mazurak on this, the holiest of nights?"

You introduce yourselves and ask the Blood Knight what he is doing.

"Aye. I'll tell you. There are precious few of us who still follow the old goddesses, and even fewer who worship Mazurak. While Lanimora was loved by the common folk, Mazurak was always the goddess of the queens and the kings. I am Star Sangreon Gramask, a wandering knight and sworn follower of the goddess of death. Will you join me in the sacrifice?"

You tell him the sacrifice is a bad idea, blood crystals are full of evil ass magic, and if the cosmographers found out, he would be imprisoned. He ponders your words, but is not yet convinced.

One Hero: 7 +2
(with House Gramask or House Pennark, +1)
Success » 445
Fail » 296

616 The Great Casino Heist

The Fish of Fortune is a beautiful boat full of rich people and valuable stakes. It is run by a korallian corporation and the croupiers have psionic abilities. This makes the Fish very difficult to rob, but right now their attention is focused on Hemet One-Flame and Celestor Rhaenna. This is your chance!

If the total number of successes is 9 or more (2 Heroes), 13 or more (3 Heroes), or 18 or more (4 Heroes) → 046

Otherwise → 099

617 Observe from Hiding

It is not polite to interrupt a demonic cult in the middle of a violent sacrifice. Instead, you crouch on the hilltop, observing the ritual. The chanting is ecstatic as the priestess gets close to the nihtegri boy. She stabs the scared youth in his naked chest, and at that moment the boulder bursts into blinding, purple light.

You shield your eyes, but are just able to see a huge, horned creature stepping out from the glare. It looks around slowly, and the cultists kneel in front of it.

The priestess speaks to it, but the demon does not listen. Instead, it lifts her up with its enormous claws, and tears her in two!

The cultists look on in horror, and then try to flee. But one by one the diabolical creature catches and kills them. It is all over in a matter of seconds and then there is silence, filled only by the hissing sound of the demon's breath.

You stay silent and hope it does not notice you. After a moment that seems to last for a lifetime, it walks back into the light, which immediately disappears along with the demon.

It is suddenly dark.

Choose one:

A: Return quietly to your camp. → 650

B: Go and search the clearing. → 946

618 The Key to the Past Scenario Card

You must find the lost agurian city of Lok Torr and enter it, but how on Agemonia are you supposed to do that?

There are precious few agurians in Runedale, but you ask around and find out they like to gather at a tavern called the Mossy Stone. It is hard to imagine them enjoying wine and cakes.

You make your way to the Northgate District. You see a ramshackle wooden house with heavy stone stairs leading to its basement. The air has a stingy smell, and a low melody comes from another cellar further down.

That is where you find the Mossy Stone! Half cavern, half bar. The lights are dim and the sounds are low. A few tuned agurians are sitting by a stone table and look at you disapprovingly as you enter.

"May you be remembered," says the bartender, an aged agurian with fossils and sea creatures buried in his limestone flesh. "I am afraid we do not serve your kind here."

You explain that you are looking for Lok Torr.

"Oh," he says. "In that case, you will want to talk to him. My name is Omox, follow me."

He takes you to a back room where a rune-less granite agurian sits quietly, sipping some hissing drink.

"They have come," Omox says. The drunk agurian raises his head to look at you.

You explain your business.

"Forget it," he says. "The Lightbearers are gone, their mission hopeless. I have failed them. I just want to forget."

"You are doing a good job at that," says Omox the bartender, and then turns as you. "He has drunk so many sobwees his mind is nearly empty. As is his purse."

You take the hint and offer to pay the drunk agurian for his services. You realize his back has holes, indicating he must have sold the agura crystals that grew on him.

"Why would you seek Lok Torr?" he asks, emptying his goblet. You can hear the drink burn through his insides, and see smoke escape his mouth. "Some doors are best left unopened."

After a bit of haggling, you agree to pay him handsomely for his services. He clears his throat.

"Many sleeps ago, crystal was plentiful and all peoples lived in abundance," he speaks with a pained voice. "But Xotho believed we agurians were superior to others. He allied himself with the Axe demons to carve an army as hard as granite and to build an empire as large as a mountain. Many agurians resisted, and since they also resisted the darkness of the Axe demons, they were called the Lightbearers. Xotho imprisoned most of the Lightbearers into Lok Torr, but then he disappeared. The last of the Lightbearers have been looking for Lok Torr ever since, but none of them know where it is. Except for me. I am Torrox, the last of us. The end of the line. I will take you there."

Spend 10 ✪. If you do not have enough ✪, you must sell items until you have.

Gain Scenario card 14 "The Key to the Past"

619 The Sign of the Squid Scenario Card

A korallian hag occasionally comes to the Guisven selling pieces of dried squid, a local delicacy that you have discovered to be an acquired taste. You are yet to acquire it.

Surprisingly, today she approaches you offering a free sample. You try to refuse, but she insists.

When she is close enough to whisper, she hisses, "Caillon needs a word with you. Find him at Lanimora's Tear." She draws in air through her gills, making a flapping sound, and then leaves the inn.

Eager to hear what business the rebels of the Sable Crown have for you, you go looking for Lanimora's Tear. You visit tavern after tavern, but none of them are called that. You are already rather tipsy by the time you are walking home by the riverbank, when you notice a crying woman painted on one of the ships. That must be Caillon's secret hideout!

You approach the ship and whistle until a nihtegri youth appears on the deck. You explain your business and he pushes a plank to the pier. Once you have boarded the ship, Sable Crown guards pat you down for weapons. You leave most of your weapons with them, only keeping a few well-hidden daggers and magic items, and you descend below deck.

Caillon meets you in his cabin, made cozy with candles, maps, pagan statues, and a barrel of Tentacle, a tasty drink combining minocqua fruit with a korallian liqueur.

"Heaven protect, friends," he says. "Sit! Can I offer you some Tentacle?" You know you should refuse, but you do not want to be impolite, so you agree to drink just a little more. The bubbling, bitter sweet drink feels smooth and pleasant in your mouths.

"On this day the stars shine upon us," says Caillon. "While you guarded our warehouse, you were ambushed by Razor Vespar gangsters. They work for the Shroud, a nefarious order of assassins who have neither morals nor faith. They care only for money and power, even poisoning their enemies and allies alike."

You ask how this is a good thing.

"Aye, that's the thing! I have a boryos spy inside The Shroud, and I've found out they'll receive a new shipment of smuggled goods from Beluora's House when the moons are full."

Beluora's House is an independent city state far to the south, run by nihtegris and korallians.

"If we are ready at Anglers' Pier and strike fast, we can rescue plenty of valuables before the Shroud realizes what's happening. That way we can give a voice to the silent, and food to the hungry. There's five stars for each crate of their goods you can steal if you meet us at the Beluora's Heist dock at Anglers' Pier when the moons are full. And bring all the tools you can lay your hands on."

You thank him for the drinks and promise to think about it.

You return to the Guisven and order one more round of wine to really focus your thinking.

Gain Scenario card 11 "Sign of the Squid"

620 Leave the Castle

You leave the black fortress and walk across the cleared area around the castle. Monster-infested woods surround the castle to the west and bug-infested marshland to the east. Neither is particularly welcoming.

621 Ask for Money

You ask the woman for money.

"I will reward you handsomely for rescuing my dear Astron, fellim, my purse!"

The servant brings the lady's purse. She hands you several coins and asks you to have as much wine and cake as you wish.

Each Hero gains 3 ✪

622 Dano

A calm and sometimes somber agurian geomancer, Dano is strong and resilient, often exclaiming, "Strength of the land!" while working his magic, as the agura crystals in his body glow brightly.

He often talks about the history of his people and voices apologies for the actions of Xotho.

623 Destroy the Orb

How would you destroy such a thing? You have been discussing the problem for a while, when a familiar voice enters all of your heads.

You leave Runedale to journey toward the underground temple where you lost your mentor, Shantor Three-Birds. On the way there you reminisce about how she found you in Ambergate and taught you the ways of the Keepers of the Breach.

You walk through the ruins of the town of the Ancients, trying to avoid shatterers, and into the hillside temple. Remnants of strange magics still linger in the air and in the stones, as you step inside its ruined corridors.

You find a pedestal where alun power still remains, and place the crimson Orb of Power on top of it, just as the dead Shantor's voice told you to. The orb starts to hum and vibrate, and then explodes in a thousand shards, which evaporate in puffs of red smoke.

The magnificent stone head looks at you, approvingly.

Each Hero gains an Inspiration gem

624 The Toad and Riabo

You trade the toad figurine with Riabo.

Gain Item card 039 "Draught of Veils"

625 No Mercy for Pennarks!

You have no love for Amon Pennark or his lackeys. The trapmaster will be an easy kill.

You approach the wagon with your weapons drawn.

"Heaven protect, gentlefolk," says the trapmaster. "You do not look like you are going to help me..."

You say nothing. The man disappears inside the wagon again. You are almost upon him when you hear a soft click.

A second later, the entire wagon explodes!

A few coins are all that is left of the trapmaster and his booby-trapped wagon.

You suffer deep cuts from the blast.

The corpses of the iogrel and the drivers are badly damaged. You say a prayer for them and go tend to your wounds.

Gain 6 .
Each Hero suffers 2 damage.

626 "Don't Do Drugs."

You confront Celestia and tell her drugs have clearly taken control of her life.

"Do you remember not what happened to your mother? And mine?" asks Jonai emphatically.

Celestia starts to cry.

"It's too much," she says. "Why do you think I smoke blood powder? To get my mind off all of that!"

She is clearly heading toward the same fate as her mother and Jonai is torn over her concern for Celestia and her important mission.

"I'll tell you what," Celestia says. "If you give me twenty stars, I'll buy one more bag of blood powder or whatever I can find, but after that I'll never do drugs again. I'll use the rest to start a business in Copperton Th become a shoemaker!"

"You know nothing about shoes," says Jonai. "You grew up with the drug-addicted fisherfolk of Ambergate, just like I did."

Celestia grows angry. "Who are you to judge me?"

Each Hero 7 +2
Any succeed • 148
All fail • 749

627 The Scribe Framed

Disgusted in cosmographers' robes, you observe the cultist, and notice the stench of ooze all about him. He is copying a tome written millennia ago by a boryoi philosopher who had a demon kept in captivity to study it. He is clearly making notes for summoning demons, which is currently illegal. You nonchalantly take another demonic book from the shelf and place it next to him. He raises his head and nods to you.

Then you go to another cosmographer, a bald man copying an ages-old list of queens, and ask for his name.

You whisper to the cosmographer librarian that the bold scribe is the infiltrator she is looking for.

The librarian summons some Defenders of Truth, the cosmographers soldiers, and they capture the innocent scribe. He proclaims his innocence while the demon worshiper silently escapes with his book.

"I thank you for helping us protect the Republic from superstition," says the librarian.

The next day the demon cultist comes looking for you. "Praise Graznak, you really saved my tail back there! Here's something for your trouble."

Gain 2 Blood Crystal tokens .
Gain +1 Reputation with the Jade Tendril.

628 The Trail Leads to the Pit

The dusty tracks are easy enough to follow. They lead to another cellar and then a sewer of some sort with plenty of possible exits. The floor is wet, and it takes all of your sharpness to figure out which way to go. Eventually, you find a bloody handprint on an elevated doorway on the other side of the filthy sewer.

You climb in, and find a corridor which descends for quite a way. The air is dank and cold and moldy, and you pull your coats tighter around you. You pass several natural caverns connected to the corridor, and you hear animal sounds which you do not recognize.

As you continue on your way, you observe the roof is wet. Are you walking under the river?

The path twists and turns, but you manage to stay on track. Eventually, the clues lead you to an ascending corridor which ends in a closed door. There is a bloody handprint on the handle.

You try to open the door but it is locked.

You wonder if you should knock, but then a hatch in the door opens, and a shrouded figure stares at you from inside.

"Yeah?"

Choose one:

A. Acorn. • 599
B. "We're with the Shroud." • 130
C. Storm in with force! • 405

629 Protect the Puzzle Box

You lunge at the zi-noq attackers who, until now, have paid you no heed. As it is, only one of them turns to look at you, and the whole scene starts to grow. No, you are getting smaller!

Each Hero 5 +2
Fail • You have been shrunk.

"Chan," gasps Rasha.

You wonder what he means, but then realize there is a strange chain hanging from the ceiling behind the counter.

Each Hero who has not been shrunk 6 +2
One or more succeed • 453
Otherwise • 547

630 Surrounded by Chirelids

The chirelids quickly crawl towards you from all directions, making an odd whistling sound. You try to balance yourselves on the rotating crystal while rushing back toward the portal. One chirelid climbs right through the crystal and appears in front of you, but with many more behind you, you must realize rush past it and escape.

Each Hero 5 2
Fail • Suffer 2 damage.

Choose one:

A. Try to close the portal by manipulating the magical stones. • 735
B. Continue on your way.

631 One Whole Ticket

632 Lunara of the Fifth Eye

You quickly borrow the garb of a Priest of the Fifth Eye and place it on Lunara. The tall hat with the eyes does not fit her at all, but at least she does not look like a renegade knight.

That evening, Star Marion Maddark finds you.

"Companions to Star Lunara Brynd'elon! On this day, in the name of the Republic of Benem, Under Heaven all seeing, you are under arrest!"

You act innocent and ask what she is arresting you for.

"For harboring the known criminal and mother-killer Lunara Brynd'elon."

You tell her you have met her, but she is no longer with you.

She looks at all of you long and hard. Only one of you is nineteen so she examines Lunara with special care.

"May the ancient protect you," Lunara says uncertainly.

"You are a Priestess of the Fifth Eye?" Star Marion asks.

"Aye."

"Then tell me what is the Fifth Eye?"

You have no idea, so will have to bluff.

Lunara 7 +2
with the cult of the Fifth Eye +1 Zuva'Sai in your party: +1
Succeed • 457
Fail • 216

633 The Beechwood Door

You approach the heavy beechwood door at the end of the hot glass corridor. The two iron sigils you found fit into the carved slots on the door. The strong magnetism of the Skyfford Ruins makes it difficult to place the sigils, but with some effort you manage it and open the door.

You see before you what may once have been a magnificent palace or a fortified keep. Now it is a large crater in a vast place of floating stone. Here and there, stones glide gently in the air, rotating around the center of the crater, which must have been where the original explosion tore a hole to the Breach. Streamers of azx magic drift into Agemonia from the tear somewhere in the middle of the crater, and streamers of anun magic drift into the Breach. Perenipides and demons crawl around the bottom of the crater, having built their disgusting nests there.

The air is thick with the stench of azx, and the thought of braving the atmosphere of evil magic is terrifying. You have a strong urge to turn tail and flee.

If the total number of successes is 9 or more (2 Heroes), 15 or more (3 Heroes), or 21 or more (4 Heroes) • 464
Otherwise • Each Hero spends 2 . If each Hero has at least 2 , you may try again. Each time you try, the number of successes required increases by 1.
If you stop trying • 347

634 Scroll from the Merchants

Each Hero who is not a butterfly .
(+3 • 1 for each Hero who is a butterfly)

Those of you who did not turn into ophtras concentrate their magical energies into transforming the warlocks and your companions back into people. While the warlocks get their bearings, you rummage through the merchants' belongings.

Each Hero gains 5 .
Gain +1 Reputation with the Council of Eight.
Each Hero who was a butterfly gains .

635 The Calm Cryomancer

The storm still rages on, but the cryomancer lowers his hands.
"I wish you peace" he speaks slowly.
You greet him and ask him why he is so angry.
"Listen to my story to tell it. And tell the story to teach it," he begins. "My name is Shordov the Frozen. I am a cryomancer and traveled all the way from the dying realm of Velezia to this city. Today I bought this wand, but I think the xi-noq cheated me. It makes my magic random and chaotic. So naturally, I get angry. And then the guards attacked me. I lost control and unleashed the blizzard. I am sorry. You have listened to my story and now you can tell it to teach it."
You promise to take the faulty wand off his hands and he gladly gives it to you. But the storm still rages on, and on both sides of the bridge the guards are waiting.

Gain item card 089 "Wyldkin Wand"

Choose one:

A. Help the cryomancer escape. → 750
B. Arrest the cryomancer. → 651

636 Steal

The old warlock whimpers in pain as you pull off his ring and cut the strings of his purse. The other survivor has managed to climb ashore, but did not have time to see you clearly.
Your hearts are beating fast as you run out of Anglers' Pier, and realize the purse is heavy and the ring is made of gold.
You disguise yourselves and sell the ring in Northgate District.

Gain 7

637 The Serupod's Auras

The serupod seems to be unaffected. Its azure and crimson auras flow and undulate around the creature, engulfing you at random intervals.

Each Hero: Roll 1

- = The burning crimson light hurts you. Suffer 1 damage
- = The hot crimson light draws your strength. Lose 1
- = The soothing azure light heals you. Restore 1 spent or heal 1 damage.

For whatever reason the mindless magical mollusc keeps following you. However, your brief contact with it may have helped you understand it a little more.

Each Hero gets +1 to each active ability check they roll until the end of this event

Choose one:

A. Try to make telepathic contact with the creature. → 095
B. Try to outrun it. → 357
C. Try to destroy it! → 213

638 Assassin Fights Back

You grab the bow, but the coughing assassin hits you with the knives he held in his third and fourth hands. As you try to protect yourself, he grabs your damp cloak and runs away with the bow. You are left breathing in the spores, which make you delirious. Even those with cloths pressed to their mouths have difficulty concentrating in the dense fog of colorful mushroom fumes.
You do your best to scamper away before the warlocks catch you.

The Hero who failed the agility check
All other Heroes gain

639 Brigand

Caillon takes you to a secret temple of Benem's old goddesses. You recognize the wooden images of Lanimara, Mazzurak, and more. He sacrifices a banwa and draws the symbol of the Sable Crown on your foreheads. "You are now full-fledged members of the Sable Crown," he says. "May the stars shine upon you!"
You are now key soldiers in the revolt to overthrow the Benemite nobility. Orphans and beggars bow in front of you, presenting you with flowers and herbs.

Each Hero gains a Herb token available at the Round Market's Herb Stall service for free

640 A Good Show

Someone shouts, "I've seen better," but in general the crowd are impressed.
After the contest you are healed for free.

Each Hero gains 5 and an Achievement gem and discards all their injury cards.

649 Contact the Sable Crown

You rush to the Ravenous Guttoren where you find Caillon playing dice in the common room, where the scent of cinnamon hangs heavily in the air.
The nitwegri brigand greets you with a pleasant smile and offers you a round of wine. After his opponent leaves, you tell him what you saw.
Caillon seems to realize something, and gets up to leave. At the door he turns and gives each of you a coin, saying, "The Sable Crown remembers its friends."

Each Hero gains 1
Gain +1 Reputation with the Sable Crown.

650 Return to Camp

You wait a little while, but when nothing more happens, you figure you can return to your camp. You walk back as quietly as you can, and return to the security of your blankets. You all sleep very badly that night, seeing nightmares full of demons and murder.

Each Hero spends 2

651 A Successful Ruse

The assassins cower their faces with scarfs and you see the familiar colors of the Shroud's blue and yellow veils.
"Get out of here," the pattangan yells. "We don't want to catch whatever it is you have!"
He even throws a few coins into some bushes by the side of the road and you keep up the charade by chasing after them. The frightened assassins take the opportunity to drive their wagons away with considerable speed.

Each Hero gains 3

652 Picking the Lock

You wait until the gaoler has gone for supper and then produce the tools which you hid inside your clothes. You insert the picks into the lock. It is not the most complicated lock in Agemonia, but you are probably not the first thieves they have met.

One Hero 2
Success → 455
Fail → Discard a Thieves' Tools item card. → 166

653 You Should Not Have Angered Them

You manage to outrun the demon worshipers, but not their horrible evil magic. You feel as if a thousand tiny demons are pricking at your eyes and skin with needles, constantly feeding you disturbing images of your past.
It is past midnight when you wake up on the street with a horrible headache, but without the box. Fortunately, they did not touch your purses. Very polite.

Cross out "Locked Box" in your Party Journal.

You limp back to your room to tend to your wounds and to rest for the night, but whenever you close your eyes, you do not enter the pleasant oblivion of dreams, but see the nightmare realm of the Breach, and hear poetic threats spoken in a demonic voice.
You toss and turn and sweat all night, and when morning comes, you are even more exhausted than when you went to bed.

Each Hero loses 3 suffers 2 damage and gains

654 Cosmographer Saved

You manage to cut the cosmographer's cocoon open just before the enormous arachnid strikes the ground with her strong leg. It is still foggy, but you can see her multi-ocular head lower itself next to you, her fangs dripping with acid.
You run as fast as you can, dragging the cosmographer to safety. Once you are clear of the fog, she turns to thank you.
"On this day the stars shone upon me even though they were difficult to see in the fog."

The Hero that succeeded the agility check gains
Gain +1 Reputation with the Cosmographers.

655 Look Into My Eyes...

Zuva'Sai closes his eyes and opens his gills. You sense him probing with his mind and then socking in on the saladin.

Zuva'Sai 7 +2 (Telepath, Wand of Bakora, +1)
Success → 476
Fail → 194

656 The Beggar's Story

The pattangan is in a poor condition, his clothes in tatters, his dorsal fins limp, and his eyes empty. He has a begging cup in all four of his hands. You ask him his tale, and he explains:
"Listen, boss, remember how you dropped everything when you had your vision? Well, the big totem-breaking bosses of the Amethyst Order shut down the whole operation and most of us lost our jobs. It's depressing back home to be honest. People just eat voidbloom and drink honey wine all day. After we'd eaten my kids, my wife left me. She didn't have the liver for it. Ain't nothing like it used to be. Anyway, now I'm here, relying on the kindness of strangers."

Choose one:

A. Spend 3 → Give the beggar some coins. → 794
B. Tell the beggar to pull himself together. → 330
C. Hated by Beggars: not in your Party Journal → Try to help the beggar kick his voidbloom habit. → 891

657 Tower or Bazaar?

You once again enter the bridge castle of Maddark Seat.

Choose one:

- A: "Maddark Tower" not in your Party Journal. » 210
- B: Visit the bazaar. » 700
- C: Continue on your way.

658 They Buy It

The pattangan is skeptical at first, but then she agrees that they should not kill the wrong man. When enough evidence has been heard, she agrees the boryoni will not be killed. Not yet.

"No one knows the count of our days," the relieved boryoni says mysteriously. "May I offer you some black boryoni bread."

"No offense, but I do not yet know if your heart is true and your liver truthful. It comes with the profession," says the pattangan assassin. "Bright evening to you and your spirits."

"Go in peace" the boryoni says as the killers leave.

Having already tasted the delicious black bread, you have no problem eating some more, or drinking some of his mountain beer. You also share some of your meat with the boryoni, and have a pleasant evening with tales and song.

Gain +1 Reputation with the Jade Tendril

659 Wanted Criminals

If you have "Wanted" in your Party Journal » If City Event card 001 is in the City Event deck, place it on top of the City Event deck. Otherwise » Write "Wanted" in your Party Journal.

660 "We will get to the bottom of this!"

Using logical reasoning, you explain to Sergeant Sagittarion and the priests how you could not have been the murderer. First of all, there is no blood on you, nor is the murder weapon. Second of all, the victim had time to scribble all sorts of things on the wall before her demise, which you surely would not have allowed had you been the murderer and still here. Thirdly, the spilled blood has dried, indicating the murder took place earlier in the day.

"By the stars," says the Sergeant, "you certainly seem to have a knack for this sort of thing. But if it wasn't you, who was it?"

You promise to help in finding out the culprit. First you examine the victim and the crime scene. The priestess was murdered with one thrust of a dagger or a sword, indicating the murderer was an expert, perhaps a professional. Yet, somehow, she did not die immediately, but had time to draw three pictures on the wall: a circle with lines, two arrows, and a peasant with a hat.

"I know not what to make of those," says Sergeant Sagittarion. "Looks like the scribblings of a mind made feeble by the loss of blood."

You promise to get to the bottom of this.

"Not so fast," says the Sergeant, "how do I know I'll see you again? Here I'll keep these as a deposit for your return. Solve the murder and you'll get them back."

Choose one:

- A: Agree to the Sergeant's offer. » Each Hero chooses one of their non-quest item cards or tokens. Set aside these items. » 895
- B: Protect the Shroud by allowing the guards to arrest you. » 759
- C: Try to escape the crime scene. » 543

661 The Poacher and the Shield

When the two of you are alone, the Blue Poacher lifts his hood to reveal his face. To your great surprise, you recognize your lover Rhaedon Highweld. Has he been the Sable Crown's leader all along?

"We will talk later, my love," he whispers. "But for now, take this."

He hands you the quiverscale shield you have been looking for so long. He kisses you and hides his face again.

Gain Item card 130 "Reyadelion Shield"

662 Help the Man

Together you defeat the vespir with relative ease. The man praises your strength, but laments the loss of his friend and rival. Nevertheless, he rewards you with one coin each, as he starts the pattangan prayer chant to guide the spirit of the dead.

Each Hero gains 1

663 The Tent of Tomorrow

A hairy boryoni woman dressed in flowing horsillian clothes makes for a very exotic combination. She has heavy eyeliner and her tent is decorated with star charts and mystical symbols.

You pay her a few coins and she raises her paw toward you.

'Listen to my story to tell it. And tell the story to teach it," she says. "All creatures are differently attuned to the flow of the four magical energies. These energies ebb and flow from the past to the future, and back again. Let us see what the future has in store for you. I see a city by the sea...

Suddenly you see it, too. Mossport, the great Benemite city of the east. You stand in the central plaza as a huge boulder flies over the walls and hits a palace sending bricks flying everywhere!

You snap out of the vision and find yourself back in the tent with the medium.

"And I see catapults," she finishes. "You have listened to my story and now you can tell it to teach it."

Write "The Future of Mossport" in your Party Journal.

664 Stargazer

You have helped the cosmographers so much that they make you listen to the Declaration of Reason, their profession of faith, and give you free access to Pinnacle's archive.

Gain Item card 118 "Archive Notes: Volume 2"
Place a Stop sticker on the leftmost empty space on the "Cult of the Fifth Eye" Reputation track. You may no longer gain reputation with the Cult of the Fifth Eye.
You gain the permanent benefit "Archive Shop Discount"

665 Let Sleeping Benaethids Lie

The apprentice fiendstalkers are about to prove their worth and become fully-fledged fiendstalkers. The warlock and the mercenary lead them into the woods, accompanied by an experienced monster wrangler. Their task is to harvest bile from two benaethids without killing them. Apparently, they use the monsters to keep the number of shriterers down.

You enter the smelly cave where the two benaethids live. You see one of them asleep, its three heads snoring heavily. Your job is to stand on guard in case the benaethid should awaken.

As the fiendstalkers are carefully harvesting the bile, you hear a horrible screech from somewhere in the woods, and see branches rustling. The benaethid's mate is rushing towards you!

+2

If the total number of successes is 15 or more (2 Heroes), 22 or more (3 Heroes), or 30 or more (4 Heroes) » 242
If the total number of successes is 13 or 14 (2 Heroes), 20 or 21 (3 Heroes), or 28 or 29 (4 Heroes) » 020
Otherwise » 606

666 Demonic Curse Table

For each Hero, roll a Counter die and consult the following table to determine their curse. A value of 7 indicates the number on the previous Round's Fate card +1.

0 » *Ana rivers will now flood, with mortal's living blood.* » 5
1 » *The price of power is never too sour.*
2 » *For torment, blood and lies, now make your sacrifice.*
3 » *It is no major lie, to say that you will die.*
4 » *Why have you thus played me? You could have obeyed me.*
Gain
5 » *For now, let time stand still. You, later, I will kill.*
Fail » Gain
6 » *Look up to me and smile! You are now immune.*
Fail » Gain
7 » *The world is but my will. Do my bidding and kill!*
Fail » Gain
8 » *Look at what faces you! You will find places new!*
Swap the positions of your Hero miniature and the Hero miniature furthest from your Hero miniature.
9 » *[illegible] one to move you.*
Fail » Place your Hero in the Start Area.
10 » *I'm a shining beacon. You will start to weaken.*
Gain
» *I'll measure your talents, if you meet my challenge.*
Success » Choose 1 Aoe Enemy. It suffers 5
Fail » Your Hero suffers 5

667 Army of the Agunians

The army sleeps. Xatcho's army. Your army.

You spend time in Lok Torr examining the signs of your rule, and conversing with Thaciar. He promises to take care of the sleeping city in your absence while you ponder on what you want to do with it.

You already know that, in your mind, you will often return to Lok Torr.

Torvan gains an Inspiration gem.

668 Lanimora's Tear Scenario Card

The main hall of the Ravenous Guivren is being decorated with wreaths of flowers in preparation for the Day of the Living celebration. While the pagan religion has been forbidden for centuries, some old customs still live on. Even the cosmographers join in on the celebrations, claiming it is a festival of medicine and science.

Caillon meets you in the tavern.

"Heaven protect," he says. "The power of the old goddesses is particularly strong on the Day of the Living. We have four priestesses coming onboard Lanimora's Tear to perform a powerful protective ritual that day. But I've heard the Shroud and that star-shunned scoundrel Tan Gunagill may try to stop it. I need you. The people need you. And naturally, your efforts will be rewarded."

Gain Scenario card 22 "Lanimora's Tear".

669 He Needs To Rest

Torrax lifts up the crippled stone man, who is still shaking and speaking incoherently. You tell the on-lookers you will take care of him. And you will, indeed. You cover him completely with a worn-out fabric, and carry him to a secluded location by the river shore

Torrax explains aguirians need not breathe, and regenerate by falling into long periods of sleep, which can last decades. That is just what he needs right now.

You make sure no one is watching as you throw him into the river. The aguirian immediately sinks to the bottom. This is for the best, or so you tell each other

Each Hero gains an Achievement gem.

670 Keeper

You hear the voice of atun speak to you, "You have followed the path and have protected living things from aax. The fate of Agemonia was placed in your hands and you kept it safe. You are now... Keepers of the Breach!"

Atun believes the final battle for Agemonia between the forces of atun and aax is soon at hand. For Agemonia, and for the Breach!

Each Hero gains an Inspiration gem.

671 Bon Appetit, Demon Togrel!

You leave the monster to deal with the corpses of its wranglers. A fitting punishment for breaking the law, perhaps.

After a while you turn back and witness the demon togrel gorging on the corpses, perhaps happier than it has ever been.

672 Dirty Old Rags

There is nothing but some dirty old rags in the crate. But wait, is that something wrapped in the rags? You unravel them to find a valuable gleamroot herb.

Gain a Gleamroot token.

673 The Pools of Gnatmarsh Scenario Card

The Tower of the White Circle is one of Runedale's landmarks. It is home to the Council of Eight, a millennia-old order of warlocks who once controlled all trade in Agemonia with their wisdom. Now their influence has been lost to the Amethyst Order, but according to the stone head they know the secret to one of the Orbs of Power you seek.

You approach the guarded gates secluding the tower gardens from the street.

A funny-looking nitheegri youth sits behind the metal bars of the gates, engrossed in some magical puzzle.

As he does not notice you, you say, "Heaven protect!"

The young man is startled by your presence and stands up, trying to collect himself. "Who dares enter the Tower of the White Circle, home to the wisest of the warlocks and the library of forgotten lore?"

You tell him that you do. Indeed, seek the wisest of the warlocks.

"Very well, I am a Disciple of the Circle, I will assist you."

You are confident the boy cannot help you. You tell him you should perhaps deliver your news to the Amethyst Order instead, and pretend to leave.

"Wait!" he yells after you, "I will grant you access to the visitors' level!"

The insecure youth takes you across the well-attended garden to the beautiful, if derelict, tower, twisting vines eating at its mortar. Inside, you can feel magical energies everywhere, even though the main hall is dark and dank. Simple enchanted candles give little light to the large hall with its many exits and doorways.

The boy reports you to a Warlock of the Outer Circle and then returns to his post. The hairy boryot warlock sits by a desk and is clearly there to guide visitors.

You ask to see their leader, but she does not listen to you. She raises her hands, palms forward, as if to warm by a fire, and closes her eyes. She holds this pose for quite a while, which makes you a little uncomfortable. Several times you feel like you should start talking. Eventually she opens her eyes and speaks.

"Verily, Atun magic is a rare thing to sense in people other than aguirans. But you are infused with it. What strange fate has befallen you?"

You tell her it is a long story but it has led you here to seek their leader.

"You wish to see Essylit the Unerring? Yes, I think she would like to examine you herself."

The boryot warlock takes you up several flights of stairs and you catch glimpses of laboratories, menageries, libraries, and magicanisms, each one stranger than the last.

Eventually you reach the top of the tower and the office of Essylit the Unerring, Warlock of the Inner Circle. Your guide knocks on the door but there is no reply. She opens the door quietly.

Through the door you witness a magnificent display of stars, planets, and moons. They float in the room, revolving around each other in complex patterns, and in the middle, a white-haired nitheegri woman, her hands in the air, magically upholding the orrery in intense concentration.

You recognize two of the moons, and realize the planet they orbit must be Agemonia.

Essylit the Unerring seems to have fulfilled the mysterious purpose of her celestial undertaking. She breathes out and all the heavenly bodies fall to the ground, shattering like glass. Then the illusion vanishes, and she opens her eyes.

"Yes, what is it?" she says, turning toward you.

You step into the room and inform her that a stone head told you to ask her about an Orb of Power.

"I can tell you have been touched by atun, but that does not mean you should carelessly handle such artifacts. Nay, that secret is better kept within these halls.

You try to convince Essylit she can trust you.

"Let me put your trustworthiness to a little test," she says. "Moonlilies grow in the pools of Gnatmarsh, but so do many plants much more perilous. Bring me the flower, and we will talk further."

With that, Essylit turns away to consult her books. The boryot warlock leads you back to the stairs. "The Warlock of the Inner Circle must like you," she says, "for few receive such a friendly welcome from her."

You are not sure if this is a joke or not, but take your leave of the warlocks, and ponder whether picking flowers really is a task fit for the likes of you.

Gain Scenario card 10 "The Pools of Gnatmarsh."

674 Goodwife Victorious

The wind is too strong for you and you cannot reach Goodwife. She laughs at your failure.

"You could never stop me, Jonas Javian. Only slow me down."

She disappears in the crowd and eventually the hail storm dies down.

Each Hero suffers 2 damage.
Jonai gains an Injury card.

675 Hekka

A quothian witch and assassin in exile from Heartwood for unknown reasons, Hekka refuses to discuss her past. Swift and precise with her daggers and deadly magic, tavern whispers say that she used to be an operative for The Shroud. Due to her background and witchcraft some say she is somehow connected with aax magic and demon cults, but she always refuses such claims.

676 Wanted By the Law

"Well, well, well," says Sergeant Sagistarion. "On this day the stars shine upon me. You lot are coming with us!"

The guards move in to arrest you.

"On this day in the name of the Republic of Benem, under Heaven all-seeing, I arrest you. Should you be found guilty, you will lose your head and tail."

Choose one:

- A. Agree to be arrested. → 931
- B. Fight the guards. → 524
- C. Try to escape. → 207

677 Retreat from Fort Penmark

You are forced to flee Fort Penmark, while fighting off its defenders. You run through the fortress hallways and dungeons, finally managing to lose your pursuers. You sneak to the shore and board your ship, quickly leaving for Monsport.

Each Hero:

678 The Tenebrous Bones

"Well done, the children of the Crawling Pestilence wither in pain. Lovely!"

You all hear the psionic screams of the Zlohians.

Place a token below your Hero board. It represents a Chthonian Tablet. Treat it as an item with an encumbrance of 0.

Reveal 4.

Spawn a Giant Zlohian in using Zlohian standee #5.

The tenebrous bones react to the acidic slime of the pools. The ooze hisses and smokes, and several half-formed Zlohians burn to death, singing horrible telepathic requiems. They dissolve into slime which gloops back into the puddles.

Do not discard a Fate card at the end of this round.
Remove Story card 1 from play.

679 Come to Your Senses

One of you manages to come to their senses and help the others. You begin to block the boryot's blows, and then start to return with blows of your own.

Behind the two antlered boryot thugs, the ignissur descends into the crevice together with the cashet.

After you have defeated the boryot you run to the crevice, but there is no sign of their leader.

You go through the pouches of the defeated bandits for some small recompense for the pain you have suffered.

Each Hero gains 2.

680 A Potion

"Of course," says Ruaba. "I forget how dangerous it can be in your line of work here."

Gain Item card 032 "Potion of Healing".

681 Kill the Creator

The marshland thralls barely even look at you as you wade through the water looking for their leader. The thralls are mostly nitneegri, with empty stares and malnourished bodies. They harvest the poison of the deadly togsbane, and some of them have clearly died from it, and now their corpses lie in the tepid water, decomposing.

At the center of the marsh is a pool of slightly clearer water where the thralls take flasks of poison. That is the source of the gstomic forces.

As the sun is setting, the thralls gather around the central pool and a young korallian woman swims to the surface, and is then lifted up on high by a jet of water. The thralls all begin reciting something, as if in prayer.

"I give my head and heart to the Creator and thank her for giving us jobs and meaning. Our most sacred and undeniable truth is that all have equal rights to pursue prosperity. I solemnly swear hard work and genius shall always be justly rewarded, parasites harshly punished, and property firmly protected. May Bekora bless the Creator and may her success flow down on us all."

This is the time to attack!

[redacted] +2 (Dresnosh, Jonah: +1)
If the total number of successes is 13 or more (2 Heroes), 19 or more (3 Heroes), or 25 or more (4 Heroes) » 792
Otherwise » 090

682 "Thank Heaven You Came!"

You walk to the door, past the innkeeper and let the cosmographers in. Celestor Rhaenna nods at you gratefully.

She then turns her eyes towards the innkeeper. "This is my unpleasant duty."

"Tear the place up," she orders her soldiers. They quickly start examining the kitchen, the cupboards, and the customers, but you direct them to the cellar. They kick open the door to find the dirty blasphemers are trying to clear away the evidence of their superstitious ritual.

"You have done a great service to science," the Celestor tells you, as her soldiers arrest the innkeeper and the other pagans.

Gain +1 Reputation with the Cosmographers.

683 Green Hexagonal Leaf

"CREAT!" the voice booms out.

The scroll reads, "The star above the matching moon."

684 High Celestor Aurora Bryndelion

The cosmographers are happy to meet with you and inspect the robes. They themselves wear only simple habits.

"Aye, this belonged to the High Celestor Aurora Bryndelion. She was the leader of our order a decade or more ago. It's a pity what happened to her."

You take one of them aside and give him a few coins so he will take you to Celestor Rhaenna.

"For a while High Celestor Aurora ruled our order with wisdom and honor," she muses. "but she failed to understand that sometimes a star in hand is worth twenty in the sky."

You understand her meaning.

Choose one:

A. Spend 20 » Bribe Celestor Rhaenna to unlock the robe's powers. » 582

B. Return empty-handed.

685 Star Virgon Skyfford

[redacted]

686 You Help the Strange Shaman

You put out the fire and offer some food to the shaman and her pet. They both start to calm down.

"Thank you! I am a shaman of the Gunbanyar tribe and this is my spirit animal. I am on a holy quest, but the ritual is too much for me alone! All of Agemonia is in trouble, please help me!"

Choose one:

A. Spend 2 » Give her some coins. » 052

B. Offer to take part in her ritual. » 670

C. This sounds like too much trouble after all. Send her on her way.

687 Cut Their Purses

A large boryos woman runs a drunken cosmographer with her antlers while the innkeeper quickly takes down the mirror behind the bar. At the same time a quothian witch disappears into the shadows and then reappears on top of an indignant knight. The guards try to make their way through the brawl to reach the assassin.

You sneakily open a cage and let a hungry vespir loose in the tavern. This adds to the chaos and gives you the perfect chance to steal everybody's belongings.

Each Hero: Roll 2 Action dice and gain an amount of equal to the number of successes rolled. [redacted] +2 (Pickpocket +2)
If you do not have the Pickpocket Talent and would gain 6 or more you are spotted and gain 0 instead. If you have with either The Sable Crown or The Shroud, you may choose to not roll a reroll at any time.

688 Escape from the Battle at the Wagon Fort

You run away from the wagon fort and end up at a pattangan treetop village. They are preparing a feast, and their leader, an enormous shaman, approaches you slowly. Threatening warriors armed with bows and lances surround you.

"Bright day to you and your spirits," he says, spitting a little as he speaks. "Who dares disturb the Festival of the Spirits?"

You explain the Amethyst Order caravan is under attack by the Sable Crown and help is needed.

The shaman chief frowns and looks at you inquisitively. The warriors draw their bows.

[redacted] +2 (Bitajin Amulet taken: +1)
If the total number of successes is 10 or more (2 Heroes), 15 or more (3 Heroes), or 20 or more (4 Heroes) » 345
Fail » 548

689 Disguise Filth

You examine Filth and realize it has some magical residue surrounding it. Perhaps it could be used to transform it to permanently look like a nitneegri child?

You ask it if it would like that.

"Oh, yes, I mean, aye, Filth would like that very much, gentlefolk. Can it be done?"

By combining your magical powers with the residue in Filth, you think you can do it. But it will not be easy.

Choose one:

A. Turn Filth into a real boy. Each Hero: [redacted] » 619

B. On second thoughts, deliver Filth to the Jade Tendril. » 355

C. Find a home for Filth instead. » 323

690 Defenders of the People

The redskulls are huge warriors in red armor. Some say they are specially trained nitneegri, others that they are corpses of knights animated by some forbidden magic.

You fearlessly attack them and their leader Bailiff Javineet. Some of the Sable Crown brigands join in, but it is still a difficult fight.

[redacted] +2 (Dresnosh, Jonah: +1)
If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 511
Otherwise, each Hero suffers 2 damage » 160

691 First Hero Injured

Nebulon. *"Down, down, down they go, well on the way to the abyss of unconsciousness where only nightmares await."*

Jangam. *"Absolutely Nebulon, living in a dream world of acid, poison, and exploding podlings."*

Nebulon. *"Much like what we see in the Arena right now, then?"*

Jangam. *"Yep. You know what the old ones say, Nebulon, 'nginfteepnai ph'nglui fhtagnshogg y ahor'r epgokn ya.'"*

Nebulon. *"I do, I do."*

692 Finders' Fee

The man grudgingly accepts. He reaches into another purse and gives you some regular coins. Then he nods and leaves, without even a word of thanks. You look at the meager reward in your hand.

Each Hero gains 1.

693 Hypnotist Needs Herbs

"You will give the gleamroots to me," Zuva'sa tells the old woman.

"What, are you totem-breaking crazy? You're gonna have to pay for them!"

He concentrates and looks the woman intently in the eyes. "You will give the gleamroots to me" he repeats.

Zuva'sa: [7] +2
Success » 264
Fail » 149

694 Challengers Win

You start fighting with the challengers. The locals, accustomed to arena battles, start betting on the match. You fight to the best of your abilities, but they know the terrain much better than you, and the crowd is on their side. Even though you produce an impressive display, they manage to defeat you!

But rather than gloat, the challengers are happy to meet other master gladiators, and take you to their favorite tavern for a nice evening.

Each Hero who has "Entry Granted" in their Hero Journal: gains 5 and spends 2
If "Felim Howell Rescued" is in your Party Journal » 439

Otherwise:

A: Continue shopping in Kyther Point. » 217
B: Leave Kyther Point.

695 This Does Not Concern You

It is unfortunate to be here to witness this, but it is clearly an internal xi-noq affair which does not concern you. You try to leave the Relaquary as quickly and quietly as possible.

If you have Item card 167 "Puzzle Box of Xi-Sai" » 272
Otherwise » 309

696 Aquaron is Saved!

You drive the wild moncoons away and greet the scared and wounded young man.

"Heaven protect," he greets you nervously. "I am Aquaron, a Candidate of the Cosmos. On this day, the stars truly shine upon me. I would like to return the favor. I know of a treasure hidden in a cave. Are you interested?"

You tell him you are as you bandage his wounds.

"A group of my friends, we have been playing this pattangan game. It is quite complex, and stars only know how to explain it. We explore different aspects of ourselves and pretend to cast spells, and there are these oddly shaped dice... Anyway, we wanted to try it out for real in this really lovely cavern, and that's where we saw the treasure. A magical battlesaw with a blade as dark as night and a hilt decorated with little skulls. A robe of glittering red quothian silk, amplifying the powers of any who wear it. And loads of gemstones and a pile of stars. But turns out there is a guilvern in the cavern. We are all for treasure but caverns with guilverns are too much for us, so we fled. But I'll take you there, if you want."

He tells you to look him up when you return to Runedale.

Gain Scenario card 26 "Dark Dungeon"

697 Escape the Crystal Cove

You know better than to stay in a place like that for too long. It is wiser to brave the storm and seek better shelter, even if the storm's magical maelstrom saps your strength.

Fortunately, you find another cave nearby, lit by a campfire. You find a group of boryots travelers who are happy to share tales of their adventures, along with some tasty black bread and mountain beer.

Each Hero loses 1
Each Hero gains an Achievement gem.

698 Blackmailing the Cultist

Disguised in cosmographers' robes, you observe the cultist, and notice the stench of ooze all about him. He is copying a some written millennia ago by a boryot philosopher who had a demon kept in captivity to study it. He is clearly making notes for summoning demons, which is currently illegal.

You sit next to him and whisper that you know he is an imposter and you will reveal him unless he pays you well.

If you have Item card 094 "Dark Abbot's Robe" » 744
Otherwise, choose a Hero. That Hero: [6] +2
(Each with the Jade Tendril: +1)
Success » 744
Fail » 151

699 The Overgrown Rooms

This part of the ruins is overgrown with massive flowers and fungi, bushes and vines. Perhaps it was once connected to the castle gardens, but now the jungle has overtaken the castle.

Opturus and other large insects buzz around happily, and the air is full of pollen and spores. To investigate further, you will need to cut down several mushrooms and vines. Too bad the magnetism prevents you using your axe, it would be very useful here. On the other hand, fire might do the trick.

[ ] [ ] [ ] +2 (Dranook, Torch, Blightcap token: +1)
If the total number of successes is 8 or more (2 Heroes), 12 or more (3 Heroes), or 16 or more (4 Heroes) » 117
Otherwise: Unable to find anything of interest, you leave the ruins » 347

700 The Mushroom Market

Maddark Seat's bazaar is known as the Mushroom Market and does, indeed, offer a variety of fungal delicacies, even including the quothian favorite of mushroom milk. In other areas, too, the selection is quite different from what is usually sold at the towns and villages you have visited.

1 » Drink some mushroom milk
Gain an Achievement gem. Each Hero may only gain one Achievement gem from drinking mushroom milk during each visit to this special location.
1 » Eat some madcap mushrooms
Gain an Inspiration gem. Each Hero may only gain one Inspiration gem from eating madcap mushrooms during each visit to this special location.
1 » Blightcap token
1 » Snakeroot token
1 » Axe Amulet token
5 » Blood Crystal token
5 » Death Essence token
Once you have finished, continue on your journey.

701 "Command Us."

The beggars seem more focused now, but calm and friendly. They lower their fists and speak slowly as they ask you what they should do now.

You tell them to stop using drugs and get a job.

"Yes, we will stop using drugs and we will get jobs."

Cross out "Hated by Beggars" in your Party Journal.
Write "Loved by Beggars" in your Party Journal.

702 Attacking Vespirs

Overhead, you hear the hungry cries of the vespirs which have been eagerly following the outcome of your battle. They land on the trees, screaming at you to leave the monster's corpse alone.

Then they drop to the ground, hoping to feast on the carcass, jealously lunging at you every time you get too close.

More vespirs land on the trees, and even more circle in the sky, attracted by the gluttonous screams of their comrades. As the competition intensifies, they also start to get more aggressive towards you. Some even dare to enter the benaethud's cave.

Stop the timer
Reveal Story card

703 You Have No Authority Here!

Lunara steps forward, acting more regal than you have perhaps ever seen her. It is clear she is not just a wandering knight, but the scion of a proud noble house and a commander of armies.

"Halt, foreign soldiers!" she says. "I am Star Lunara of House Bryndelion, which holds an elector's seat in Starhaven, the capital city of the Republic of Benem. These lands are ruled by a noble house in the name of the Republic and neither the Megerian Empire nor the Church of the Burning Sun have authority here. In the name of the Republic of Benem, under Heaven All-Seeing, I declare you outlaws and invaders unless you disband immediately."

The ignisaur legionaries hesitate and look to their leader.

Lunara: [6] +2 (Bryndelion Shield: +1)
Success » 569
Fail » 798

704 In League with the Demon

Read OUTCOME 2: SCENARIO SUCCESS

705 Stealing from the Old Lady

"But I come in peace," the monstrous woman lies as she tries to escape. As the guards grab the large beast, the package she was carrying falls on the ground. The guards try to contain the monster and you try to grab the package without being seen by any onlookers.

Choose a Hero. That Hero: [6] +2
Success » 611
Fail » 504

706 Rakka

You bring old Rhaewiss a pack of silk, more expensive and exquisite than last time.

"We were doing honest business and had to protect our caravan from Rakka's poisons," she says. "She was an outlaw and a witch."

At that moment a ghost-like quothian apparition escapes the wand. "Greetings to the living," it croons. "You lie Rhaewiss, you lie! And a liar is also the new owner of my wand!"

The specter spreads her wing-like arms and a white dust covers you. You feel a sense of foreboding. Rakka's ghost returns to the wand.

Gain
Place a Progress sticker on slot 3 on Artifact card 04 "Rakka's Wand"

707 Save the Imprisoned Agurians

You ask the pattangan assassin what is in the wagons.

"None of your business," he replies. "Now get out of here, you totem-breaking scum, if you want to keep on living."

You tell them they must first release the imprisoned agurians. They laugh and point their weapons at you.

"What, are you deaf?" the pattangan asks. "Some people pay good money for their crystals and even the agurian husks have their uses. I'm going to count to three. One, two..."

Before he gets to three, an assassin shoots a poisoned arrow at you, missing only by an inch. It is time to fight!

+2
(Any Shield. +1)
If the total number of successes is 15 or more (3 Heroes), 19 or more (3 Heroes), or 25 or more (4 Heroes) » 306
Otherwise, each Hero suffers 2 damage and » 875

708 What a Trophy It Would Make!

This opportunity is too good to miss, you would be the envy of hunters and poachers everywhere if you could kill this beast!

You attack the guivren with all your powers, magical and martial, but are not even nearly a match for the magical creature.

From the guivren's maw, steamy alien energy flows your way with every breath. It freezes and numbs you, turning the fight from hopeless to suicidal.

The only thing you can do is scatter and flee!

Each Hero:
Each Hero spends all of their remaining except for the number of shields they rolled.

"I am so disappointed in you," speaks the guivren in your minds as it flies away, not wasting any more time with you.

709 Right Receptacle

You place the shining Orb of Power in the receptacle which shakes and hums with violent power and then bursts out with blinding energy hitting the entire vault.

Each Ally
Each Ally gains
Gain Item card 359 "Orb of Aiun"

710 The Dark Reward

You take the Copper Chalice to Dark Bishop Draewiss Wrathclaw.

"Aye! Aye!" she cries. "By Graznak's horns, on this day the stars shine upon me. I promised you power overwhelming and you will know my gratitude."

Each Hero gains an Asn Amulet token
Gain a Blood Ruby token
Gain +1 Reputation with the Jade Tendril.

711 Amon Pennark Bears the Crimson Orb

The half-demon sorcerer looks at you disapprovingly.

"You have blindly followed in Shantor's misguided steps and failed to bring an Orb of Aex."

He pulls a glowing crimson sphere from inside his robes.

"So, I had to bring my own. You just need to place it in one of the receptacles you have so kindly opened."

He looks at you appraisingly. For some reason he is reluctant to approach the receptacle himself, it almost looks as if he fears it. The expression quickly disappears from his distorted face as he continues.

"You have heard Shantor's limited understanding of the world, but without the power of aex you have only a fraction of the strength available to you. Become my apprentices and get a taste of unlimited riches and power! You could become captains of all the demons, rulers of Agemonia and Breach alike, godlike in your strength and wisdom."

You realize your whole lives have led to this point. You can protect Agemonia from the demons as Shantor taught, or try to rule both the demons and Agemonia. Which path will you choose?

Choose one:
A: "We want unlimited riches and power!" » 278
B: "We will never join you!" » 925

712 Enter Warehouse 17

Wearing Dark Abbot Galacta's robe, one of you enters Warehouse 17 where they find two Jade Tendril cultists in busy anticipation of some sort of nefarious task. You present the letter and they mistake you for Dark Abbot Galacta.

"Hail Graznak," they say.

"Hail Graznak," you reply.

One of them opens a chest to reveal a crimson sphere which radiates with the power of Aex. The other hesitates.

"Who did you say you were?" she asks.

If you have with the Jade Tendril » 191
Otherwise, the closest Hero +2
Success » 191
Fail » 415

713 Discard the Orb

You look at the Orb, and get the distinct impression that it is also looking at you. Why would anyone carry an evil spying device in their pocket?

You throw the Orb of Aex down the street as far as you can. It hits the ground, then rolls down the hill and out of view. Let someone else worry about it!

Shuffle City Event card 025 "A Dangerous Toy" back into the City Event deck.

714 Ghuruk

Ghuruk cuts an imposing figure with his glowing magical tattoos and antlers replaced with metal blades. The boryon warrior carries a gigantic maul which he calls his "little hammer," to which he often directs monologues as if discussing with a person. Ghuruk was a famous pit fighter and gladiator at the famous Kyther Point Arena along with his brother Hurruk, until a fight with a three-headed benocthid ended with Hurruk dead on the sand. Many say he has contacts to the Runedale underworld.

715 Dark Wanderer

You are summoned to the Wrathclaw Palace near Mazurak Plaza. The house is adorned with engravings of spiders and the smaller of Agemonia's two moons. A servant lets you in and you follow him to a room on the second floor.

Instead of a banquet hall, you enter a demon temple, filled with hooded figures and a strong stench of aex.

"I am Dark Bishop Draewiss Wrathclaw," a woman speaks, holding a blood crystal. "Like me, you walk the path of aex which will lead you to power unlimited."

Here is a little taste...

The hooded cultists begin to chant and the Dark Bishop wounds each of you with the crystal. It hurts at first, but then you feel the power of aex becoming one with you, making you whole. It feels good. You know you have made the right choice.

Place a Stop sticker on the leftmost empty space on the "Keepers of the Breach" Reputation track. You may no longer gain reputation with the Keepers of the Breach.
You gain the permanent benefit "Blessing of Aex"

716 Even the Powerful Sometimes Need Help

You approach the covered wagon and investigate the situation. The door is broken and can only be opened from the driver's bench. You do so and reach out for the man's hand.

"Wait!" the trapmaster says. "I have booby-trapped this entire wagon in case of brigands."

He rummages around in the tilted wagon, pulling at levers, removing wires, and gathering magicanisms.

"There, I'm ready."

You pull the man out, and he offers to pay you for your troubles.

"And I will put in a good word for Lord and Lady Pennark on your behalf."

Gain 5
Gain +1 Reputation with House Pennark.

717 Passing the Bar

When the gaoler has nodded off, you produce your hidden crowbar from inside your clothes. You place it between the iron bars, and push as hard as you can. Cool iron does not bend easily, but with enough strength it must!

One Hero +2
Success » 455
Fail » Discard a Crowbar Item card. » 166

718 The Shipwreck

You wait a moment to make sure there is no chance of an explosion, and then run over to the gondola. You find various passengers staggered from the crash. Four of them, sporting Amethyst Order uniforms, are tied up. Five of the people are dressed in the simple robes of Jade Tendril pilgrims, and six seem to be just ordinary passengers.

One of the Amethyst Order workers, a quothian driver, notices you and tries to speak. "Help me, these demon cultists have captured us and stolen the airship!"

"May you be forgotten!" curses an agurian pilgrim at the driver and then turns towards you. "We agreed on safe transport with her, and would appreciate your help in getting this vessel airborne again."

"Nay," says one of the passengers, a nihtegri mother with two children, "these people stormed the airship and took the crew captive. But they could not fly it, which is why we crashed!"

You have the upper hand in the situation, and can take a moment to sense the magical energies in the cabin. It soon becomes obvious that the pilgrims are infused with aex energy. They probably are demon cultists, but is that so bad?

Choose one:
A: Expend your magical energy to help the cultists fix their ship. » 244
B: Attack the demon cultists. » 192
C: Leave them to sort things out for themselves and examine the crimson spillage instead. » 405

719 For the Pirate and the Sable Crown

You cannot stand by as an innocent pirate is betrayed and join the Sable Crown in defending her. The Shroud engages you in battle. Steel clashes against steel, and arrows and darts seek their targets amidst shields and helms.

+2

(Blademaster Guardian, Knight, Marauder +1)

If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 284

Otherwise » 206

720 Inform On the Culprit

You find Sergeant Sagittarion at the guardhouse near the Round Market.

"Heaven protect," he greets you. "Did you solve the murder?"

You tell him you did, and that it was an agurian assassin of the Shroud who can be found at the Pit.

"On this day the stars shine upon you," he says. "Well done!"

You ask if he will arrest the murderer.

"Aye. I will."

"Not right now, of course. But one day, I'm sure I will."

The assassin's words about Runetalian justice spring clearly back to your mind. The Sergeant returns your deposit and gives you the promised reward.

Gain the set-aside items back.

Each Hero gains 2 .

721 Magnetic Force

The magicamism seems like a barrel made of white stone, humming with a low annoying tone. It pulls the metal objects towards it with a strong magnetic force and it will take all of your strength to recover your possessions.

For each item set aside, a Hero may spend 1 to allow that item to be taken back.

For each Hero's set aside , a Hero may spend 1 to allow those to be taken back.

Any items and that were not taken back are discarded.

722 Blade

You are in the Pit's empty arena. Empty, that is, save for the mashed assassins surrounding you. They are not there to kill you, but to promote you into their ranks. You are given ceremonial veils with which to cover your faces as you are made full members of the Shroud. You hear obscure references to secret allies and a plot in Starhaven, something which you will no doubt soon be a part of.

Each Hero may gain a poison from the Black Market service for free.

723 The History of Xotho's Reign

THE HISTORY OF XOTHO'S REIGN

Agurians grow precious agura crystals in their backs, which makes them valuable trading partners, and also targets for raids. Some postulate doom knights are made of captured agurians whose agura crystals are forcefully removed and replaced with blood crystals. The pain of such torture must be unbearable.

During the Three Queens Period in Benem an agurian called Xotho rose to power and claimed it was time to take back agura. Many of his fellows, tired of being hunted for the magical crystal, took up arms. Agurian armies conquered city after city, killing or enslaving their populations.

They attacked even Benem, subjugating other peoples under his reign of stone and terror. Xotho's Sign of the Anvil was carved everywhere.

The warrior queen Andromara wore armor know as Golemsteel Plate, made for her by an agurian smith. When Xotho's army invaded Benem, Queen Andromara was killed and the armor was taken from her, never to be seen again.

On the eve of their victory, Xotho and his army retreated. Where are they now? Perhaps some agurians among us today used to wage war under the Sign of the Anvil, but none will admit to it. Xotho himself has not been seen since.

Ever since then, agurians have been a diminished, remorseful people.

724 They Don't Buy It

The patangan listens to your explanation and seems to believe you, and then looks at the boryat long and hard.

"I have looked into the very soul of this man," she says, "and I believe his heart is rotten and his liver is full of deceit." Then she gives a hand signal to the others who immediately attack the boryat.

You sense some aax power almost awakening to defend him, but then dissipating in the night air. Soon the assassins are covering his large and hairy corpse with a cloth and carrying it off. They also remove any items he was carrying, as well as his tent, and even the black bread.

"Do not try to deceive us again," the patangan says to you. "Bright evening to you and your spirits."

725 Time to Close the Portal

A piece of elemental jade channels ferric, and an agile, a crystal counts agur. The energies are mixed together with atum from a runic quartz and aax from a blood crystal, creating a thaumaturgic whirlpool which has opened the portal.

Between the stones is a figurine representing a patangan Priestess of the Fifth Eye, which seems out of place.

If you have the mental perseverance, you might be able to collapse the portal by rearranging the stones.

+2

After all Heroes have rolled, each Hero may spend any amount of to add an equal number of successes.

If the total number of successes is 12 or more (2 Heroes), 18 or more (3 Heroes), or 24 or more (4 Heroes) » 306

Otherwise » 285

726 Oh Yes!

Riabo returns and looks at your scribbles on the parchment. You have a triumphant look on your face as his realizes you have cracked the puzzle first time.

"Oh yes, of course, well done! That's a great load off my mind. Here, pick your reward."

Gain any 1 Artifact card or potion item card that Riabo sells in his Artifact Room or Potion Lab services.

727 The Wagon Fort Surrenders

You keep fighting against the nearly invisible enemy. How many are there? How many have you hit? Impossible to tell. Eventually most of the guards are dead or wounded and you run out of arrows.

"The stars shone not upon us today," says the caravan leader. "Perhaps they will let us live if we surrender."

He waves a white flag and Rellton the Red walks into the wagon fort surrounded by Sable Crown brigards. They tie you and the guards up, and demand the merchants help them with carrying the valuable minerals.

"This will go a long way to giving a voice to the silent and food for the hungry," says Rellton.

"Thanks for trying," says the caravan leader to you after the brigands have left.

Each Hero loses 3 and suffers 2 damage.

Gain +1 Reputation with the Amethyst Order.

728 The Demon Officer Obeys

How does a lieutenant such as this dare question its superiors? You tell it to leave and to tell its leaders to stop harassing Vernia's grandmother.

"I meant no harm," the demon croaks in reply, now hunched and looking much less threatening. "I apologize and I beg you not to punish me. Here, perhaps this will be of some use."

The demon pulls out one of its eyes and hands it to you as a peace offering before stepping back through the portal.

Gain a Demon Eye token.

729 Fleeing with the Cryomancer

You step on the icy bridge, a strong wind blowing snow in your faces. Whiskers, feathers, and scales get frost-bitten.

The closer you get to the middle of the bridge, the better you see the shape of a boryat man, clad only in a loincloth.

You greet him politely. He sees you, but does not reply. In one hand he holds a magic wand, and with both he seems to conduct the blizzard. Snow and ice, sleet and frost flow constantly from him.

You tell him you are here to help him escape
He lowers his hands but the storm still rages on. "How?" he asks.

» 750

730 The Toad and Jonai

Jonai pockets the toad figurine which seems to have some strange connection to her

Write "Toad King" in your Party Journal.

731 Street Patrol

If you have "Wanted" in your Party Journal, or you have with the Shrood, the Sable Crown, or House Pennark » 676
Otherwise, if you have with House Gramask » 801

Otherwise choose one:

A. Agree to the search » 058
B. Fight the guards » 524
C. Try to escape » 207

732 The Hungry Smoke

You uncork the bottle and crimson smoke billows out. You smell the pungent stench of acid.

"Thanks for opening the bottle!" A voice speaks from inside the smoke "If you'll feed me I would gladly call you master"
A small demonic claw protrudes from the smoke, begging. You place a blood crystal in it, and it retracts back into the red cloud. You hear the sound of munching.
"That was yummy! But I'm still hungry!"
The smoke is sucked back into the flask.

Place a Progress sticker on slot 1 on Artifact card 09 "Ash Flask"

733 Marked Crate

As you touch it, the crate does not fade away. It is real. You open it up to look inside springing a horrible trap.

Gain 2 Injury cards

734 Place the Orb of Feron

The vines and tentacles react to the Orb of Feros being placed in the receptacle, both becoming healthier and greener. The refreshing energy invigorates you as well.

If this was the first orb placed during this scenario, each Hero gains 5
If this was the second orb placed during this scenario and the first orb you placed was the Orb of Aun, read Outcome 1: Scenario Success.
If this was the second orb placed during this scenario and the first orb you placed was the Orb of Aiun, read Outcome 2: Scenario Success.

735 The Bird and the Egg

The next day you go looking for quothians in the Round Market. You find a silk merchant in her booth.
"Greetings to the living," she croaks. Is she a witch or not? Hard to say with quothians.
You present her with the egg and she examines it.
"Yes, this is of quothian make, but Eggs of Death have not been in use for a century or more. Interesting..."
She presses her hand on the egg, causing it to open. It contains the skull of a xi-nog. She gives you some silk in exchange

Gain two Embroidered Silk tokens and an Enchanted Silk token

736 A Bite in the Dark

If you are playing the Hero Terrax » No effect
Otherwise » *Something bites your hand. It stings and bleeds, and it won't stop. There must be an antidote somewhere in the mansion*
Gain: You may only discard this condition if you are given the antidote or at the end of the scenario.

737 Side Room

The odd cosmographer takes you to a dark side room in the archive. There are no windows and the walls are lined with leather-bound tomes containing ages-old forbidden knowledge.
He closes the door behind you and wheezes a little as he speaks again.
"Hur-Ishtanim is much stronger than the pagan goddesses and stronger than the demons of the Breach. He is stronger than the Ancients and stronger them any worldly might. He is stronger than Bekora of the hornlaars or the Burning Sun of the ignitaars, stronger than all the totems of the pattangams or the grandmothers of the quothians. Aye, stronger than anything else he is, and planning to turn all of Agemonia into Rotwood. All will die. Only the faithful will be spared. You want to be spared, don't you?"
Another cough almost takes over him, but he manages to control it. He takes you by the hands and blows out the candle. It is completely dark.
"Repeat thrice after me. Hail Hur-Ishtanim!"

If you turn off the lights and all players say "Hail Hur-Ishtanim" out loud 3 times in unison » Write "Hail Hur-Ishtanim" in your Party Journal and each Hero gains

738 Yellow Square Star

"YOU" the voice booms out.
The scroll reads, "The best match on a straight line."

739 Battle Mahma-Galeerd

You won't make any pacts with this foul demon and tell her so. She angrily renews her attacks.

740 The Warlock Has Abandoned All Hope

Drunken Nelark does not lift her head as you approach. She has lost all hope. The constant sounds of the bombing and screams of the civilians emphasize her desolate mood.

If you have revealed Citizen card < 7 » 646

Otherwise choose one:

A. Tell her there are other things to live for » 445
B. Tell her she can create an illusion of her son and be with him once more. » 521

741 Archeologist

If there is one group who knows all about the artifacts of the ancients, it is the Cult of the Fifth Eye. You take the pendant there and pay them five stars.
A nihteegri archeologist priest is summoned. He takes one look at the object and immediately says that it is, indeed, made by the ancients.
"But if there really was the power of aium inside the pendant you would have to speak to aium. There are none left on Agemonia who know how that could be done."
But you know that there are

Place a Progress sticker on slot 1 on Artifact card 08 "Aium Tear"

742 Let Goodwife Be Goodwife

You turn around and hope she did not notice you. The rest of you might be able to blend in, but Jonai is hard to miss.
Out of nowhere, a small lightning bolt hits Jonai.

Jonai:

"Think you can escape me, freak?" You turn and see Goodwife mocking you, staring at you with her piercing green eyes and pointing with her long nails, also painted green. You will have to fight her

» 233

743 Capturing the Assassin

You run after the assassin as he shoots at the warlocks. He uses his third and fourth hand to lash at you with knives, but you manage to subdue him after a couple of hits, pinning him against a giant mushroom.

Each Hero:

You return the captured assassin to the warlocks who quickly take the box for examination.

Gain +1 Reputation with the Council of Eight
If you have with the Council of Eight » 842

744 The Cultist Blackmailed

"Oh, please, in Graznah's name, I'm merely doing what I'm told," he says nervously. "Here, take all my money and let me leave in peace"
He leaves his purse on the table and starts to walk out of the Pinnacle library. You are about to pursue him when you realize the purse is, indeed, full of money. He can go.
You tell the cosmographer librarian that fortunately there is no infiltrator in the Pinnacle library.
"Not one you could find," she says. "When the stars are right, I will uncover them."
You leave the Pinnacle much richer than when you arrived.

Gain 9

745 Street Smarts!

You notice the four-armed kids are pickpockets trying to cut your purse strings. You grab some of their wrists with your hands and as they try to take your purses with their remaining hands. Zuvi'sai manages to stop them with a psionic command. All the pattangams escape

Each Hero gains an Achievement gem
Write "Hated by Beggars" in your Party Journal.

746 Searching for Clues

You walk through the labyrinthine library. You look at the frescoes on the walls depicting the constellations and great scientific discoveries.
You go through the list of books recently loaned and returned. You try to figure out the order in which the books are classified on the shelves.
You attempt to understand what books are forbidden and why. Clearly, at least most books by pagan authors, but not all. Also books on demons and necromancy, as well as many foreign books, and some on history.
Perhaps the answer is in the candles, crystals, and mushrooms used for illumination, or the ink used by the scribes?

(Add 1 success to your total for each with the Jade Tendril)
If the total number of successes is 11 or more (2 Heroes).
16 or more (3 Heroes), or 22 or more (4 Heroes) » 226
Otherwise » 077

747 Grateful Cavern Master

"My copy of the basic set of Caverns and Guivrens!" Dimanjam notices as you exit the cave. He grabs it and removes through the pages. "And my notes are intact! Oh, gentlefolk, the honey wine of life is sweet"

He excitedly kisses you on the foreheads before running off with his book.

Cross out "Caverns and Guivrens" in your Party Journal.
Each Hero gains an Inspiration gem

748 A Horrible Sight

You try to stop the furry little mancoons, but they keep gnawing at the cosmographer until he falls on his back. Then the cute creatures crawl all over the struggling cosmographer, eating into his belly and face

"Nayyyyyy!" he screams, but in vain as his guts are shared amongst the mancoons.

When the pack finally leaves the corpse, all that is left is a skeleton on the grass which is red and sticky with blood.

Better not tell anyone about this.

Each Hero loses 2

749 Celestia Indignant

"Stars shun you!" Celestia curses at Jonai and all of you. "I'll do what I want! You're just trying to control me. Do you have any idea how hard it is to survive in this world when one has no great powers or majestic destiny? When one is just... ordinary? Less than that even, someone that even the commoners look down on. I want nothing to do with any of you ever again!"

She turns her back and the caravan moves on.

Jonai has no girlfriend anymore.

Jonai spends 2

750 The Cold Escape

Concealed by the blizzard, you direct the cryomancer to create stairs of ice leading to the frozen river. You observe from the bridge as a small cloud of snow hides his escape.

Eventually the snow storm fades and the frosty bridge starts to thaw. You walk back to Sergeant Sagittarion.

"We tried to arrest him," you tell the Sergeant. "But he opened a portal and disappeared into the Breach. We believe he was some kind of demon."

"You can never be too careful with these horyos," says Sergeant Sagittarion as if this was something he was expecting might happen. "Thanks anyway." He pays you all a coin for your troubles.

Each Hero gains 1 and an Achievement gem

751 You Fools!

You now recognize the half-demon, half-wilteegri sorcerer who murdered your mentor, Shantar Three-Birds. And he recognizes you, for he spreads his arms, calling forth the axe powers he commands.

You hear a loud screech as a hole is torn into the fabric of the world and demons fly through it into Agemoma.

"No one will stand in my way!" the sorcerer booms. "I will release Agemoma from the tyrannical legacy of the Ancients!"

With a wave of his hand, a huge fiery bolt strikes at your feet. And then the demons attack. This situation is much too dire for you. You must escape!

Each Hero 5 2 2
7 or more • You manage to escape with your health intact, if not your honor. • No effect.
6 • You are wounded. • Suffer 1 damage and gain
5 • You are severely wounded. • Suffer 3 damage and gain
4 or fewer • You almost die before you manage to crawl to safety. • Suffer 5 damage and gain an Injury card.

752 Steal From the Warlocks

Each Hero who is not a butterfly:
(? + 3 • 1 for each Hero who is a butterfly)

Those of you who did not turn into ophrrus concentrate their magical energies into transforming the merchants and your companions back into people. While the merchants get their bearings, you rummage through the warlocks' belongings.

Gain a Magic Essence token and a Nature Essence token
Gain +1 Reputation with the Amethyst Order
Each Hero who was a butterfly gains

753 Assassins' Honor

"Lower your weapons. I recognise them," calls one of the assassins. "We never take jobs against one of our own. You should know that Celestor Rhaenna from Orrery Hill tried to take a contract out on Star Lunara. He offered us so much money we suspect he didn't steal it all from the observatory treasury. You have powerful enemies, Star Lunara."

The assassins bow and disappear behind the rocks.

Lunara gains an Achievement gem
Write "The Celestor's Betrayal" in Lunara's Hero Journal.

754 Platformer

You jump from stone to stone, sometimes having great difficulty in holding on. The higher you get, the worse the wind is. No one person alone could climb this alone, but by helping each other, you have a chance.

Each Hero 5 +1
(Hook & Rope in your party: +2 Geomancer: Pick Axe: +1)
Fail • Each Hero suffers 2 damage. If each Hero has at least 2 you may try again.
If all eventually succeed • 186
If you stop trying • 347

755 The Wyldkin Band

You visit the Tower of the White Circle to consult with the warlocks of the Council of Eight. You are met by Ssuden'n, Warlock of the Second Circle.

"May you work hard," he greets you.

You explain your business and he agrees to examine the ring for five stars.

The image of the trapped quothaan warlock appears again.

"Greetings to the living," says Velho. "The Wyldkin imprisoned me in this ring. I demand to be released."

"And released you will be," Ssuden'n replies. "But whether there is any life left in you is another matter."

"I would gladly join those who came before me, male!" Velho boasts.

Ssuden'n ignores the intended insult and takes the ring into a ritual chamber. There, assisted by some other warlocks, he removes the ghost trapped inside. It flies out through the roof.

"Free at last," Velho crows as she disappears.

The ring, infused with wyldkin magic, turns into a gric, then a hat, a beetle, a fish, and finally back into the Wyldkin Band again. The jewel now shines happily, as if bending to your will.

Place a Progress sticker on slot 3 on Artifact card 01 "Wyldkin Band" Remove that Artifact card from the game and gain Item card 143 "Wyldkin Band"

756 Money Does Not Stink

The Sable Crown rebel is unlikely to be rich, but she must have some money otherwise the guards would not be after her. You ask her for a payment.

"Please, gentlefolk, that kind of girl I am not!"

You explain that you want gold, not her body.

"I only have the little I got from the nobleman, but it's meant to feed the hungry."

The sounds of the guards' footsteps are coming your way. You tell her you are law-abiding citizens and will report her.

"Alright, you heartless collaborators," she says, "Here!"

She throws you her small purse. You quickly put a robe on her, and pretend she is one of your group. The city guards run around the corner and see you.

"Have you seen the criminal?" asks Sergeant Sagittarion who seems to be on night duty.

You tell him you did see her running over the roofs toward the Northgate District. He nods and orders the soldiers to make haste in that direction. Once they are gone, the girl looks at you with disdain.

"Heaven All-Seeing will have witnessed your foul deeds," she says, grabbing her pagan amulet. You sense evil magic fall upon you. "And the goddesses will judge you for your greed."

With that, she disappears into the night.

Gain a Star Lotus token and 1 .
Each Hero gains

757 The Ruse... Works!

"It is as I have suspected all along. You are not my mistress! I curse you by my true name!"

It does.

One by one, the crimson stones in the staff are lit, turning like the eyes of the demon, the staff straightens itself like a snake and then settles back into its form with a deep sigh.

Gain
Place a Progress sticker on slot 3 on Artifact card 06 "Staff of Phaedra" Remove that Artifact card from the game and gain Item card 144 "Staff of Phaedra"

758 Drinks [illegible]

You return to the Mossy Stone and join the aguriano, again buying a round for everyone.

Omax is busy serving drinks and carving runes into aguriano, but you are offered a round by another patron. And then another. Things start to get rowdy.

Roll a Counter die.
0-2 » You get badly beaten up. Gain an Injury card.
3-5 » You get into a bar fight!
6-8 » You make a great deal. Gain a Scrap Metal token
9-10 » Everyone hums the song of the earth for hours. Gain an Achievement gem
» You win a bet. Gain 5

"Sorry, friends, come back when it is less busy," says Omax.

Place a Progress sticker on slot 2 on Artifact card 03 "Goblet of Thaxo"

759 "Guilty As Charged."

You look apologetically at the priests, and let the guards arrest you.

"I didn't think you had it in you," says Sergeant Sagittarion as you are escorted upstairs, "but goes to show we never know what the stars have in store for us."

He takes you over the bridge to the Secwar Bank and then to the guardhouse's prison.

Sergeant Sagittarion then draws a deep breath and speaks monotonously, as if repeating something from memory, "On this day in the name of the Republic of Benem, under Heaven all-seeing, for being a suspect in the crime of murder I confine you in this cell. Should you be found guilty, you will lose your head and tail.

You will be locked up for questioning, but you have managed to divert attention away from who you believe are the true culprits.

Gain +1 Reputation with the Shroud
» 941

760 Another Verse, First Curse

The strange voice speaks to you again, playful, and happy, even.

"You approach me, but you have yet to pledge yourselves to my grand mission.

How dare you come out here without my permission?

Now, pledge yourselves in fear to this, my grand mission

But before I appear- a small demonstration."

Flip Story card
Each Hero gains a Demonic Curse » 668

761 Green Square Star

"IF" the voice booms out.

You unravel the scroll. It reads, "The next shares the same shape and design."

762 You Fight The Shiver

One by one you manage to break free from your psionic prison while the Shiverstroops are busy going through your bags. You nod silently at each other and very, very slowly move your hands to your weapons. You must strike before the Shiver realizes you can move!

Zuva'sai knows he will be the main target of their psionic attacks.

Each Hero: 4 | 2 | 2 (Zuva'sai: 3)
All succeed » 604
Any fail » 836

763 The Day of the Living With Wollyon Pennark

You approach Wollyon Pennark's town palace, now decorated with flowers, and show the guards the letter you found. They let you in.

"Heaven protect and happy Day of the Living," the robust collector says. "May I serve you some wine and cakes?"

You show him the letter and then the ring. He inspects it through a loupe, and confirms it is, indeed, the same one he sold to Caitlon.

"Well done," he says. "I promised fifty stars for it, and am always a man of my word. Here you go."

He personally hands you a bag of coins which, indeed, contains fifty stars. Wollyon Pennark looks at you appraisingly.

Each Hero: 7 | 2 | +2
Any succeed » 497
All fail » 131

764 You Best the Blood Knight

Despite your injuries, you manage to beat the Blood Knight. He dies at your feet.

You are afraid of the goddesses' vengeance, but instead you feel she is greatly pleased. You hear her hissing voice inside your heads.

"Good, you have sacrificed a knight for me. I am pleased."

You pick up the blood crystal and are preparing to remove the body of the knight, but before you have time to touch it, it crumbles into black dust which is soon washed away by the rain.

You bow before Mazurak and take your leave before she changes her mind.

Later on, you hear the voice of the guivren.

"I bid you to stop the knight and you have done it. Your quest is complete."

You feel a shadow pass over you and something drops from the sky. It is a small bag containing a diamond and a magical ring- the legendary Nether Loop. Borealis was a priest of the guivren, long ago, and a mortal enemy of Wolzad, the Mazurak-worshipping magus.

Each Hero gains an Inspiration gem
Gain a Runic Diamond token
Gain Items card 108 "Nether Loop"

765 Spy on the Muggers

You follow the big two carefully, stalking them from the shadows. They are no strangers to the night either, advancing quickly and taking unexpected shortcuts.

Each Hero: 5 | 4 | +2
One or more succeed » 273
All fail - 133

766 Most Exclusive Shops

You are guided through the bazaar past the stalls available only to fiendstalkers, and into a magnificent tent behind them where only the most elite of fiendstalkers may go. Like you.

3 » 033 Elixir of Healing
4 » 064 Heartseeker Arrow
7 » 059 Rune of the Star
9 » 056 Rune of the Spider
12 » 048 Scroll of Resurrection
8 » 052 Jade Figurine
5 » Runic Bone (token)
Leave the Castle » 620

767 Webby Warlock

You press your blade against the sticky cocoon and start to cut open the webbing. The hisses are louder now, and you realize a Venorian hive mother stands right above you. She does not like her prey escaping! You must work fast.

"You have ssstolen my prey!" it hisses and you can feel its psionic instincts trying to penetrate your mind. "I shall make you sleep and then dine upon your vital juicesss."

You realize there is no time to save the cosmographer and the merchant now.

2 | 2 | +2
If the total number of successes is 9 or more (2 Heroes), 13 or more (3 Heroes), or 17 or more (4 Heroes) » 816
Otherwise » 067

768 Criminal Investigation

Notes on the mysterious killer

- known only as "the feather"
- two glowing red eyes
  - crimson? hot? demon?
- often works in darkness
  - goeth in
- turned invisible after murder
  - according to one witness, a pattanjar, so perhaps not trustworthy

Victims

Virgon Arane
an Amethyst Order merchant
method: strangled with a rope
location: Castfast Fortress

- Basena Mratlelow
  a noblewoman
  method: poisoned with belladonna
  - location: her town mansion

Jon Thon
a pattangan moneylender
method: hanged
location: Victory Park

clues
- leaves a feather
- moves past guards undetected

769 Magicanism Controlled

The magicanism bends to your will and the humming dies down. The metal items stuck on the white stone all simultaneously fall off. You even see a shovel and some coins that were lost by others before you!

Take back all the set aside items and
Gain Items card 005 "Shovel" and 6

770 Try to Sell the Box

You take the box to the Round Market and sell it. Because of the box curse, there are not many that are willing to buy it.

Each Hero: 7 | 2 | +2

Choose one:

A: Sell the Box. » Gain an amount of equal to the highest number of successes rolled. » Cross out "Mysterious Box" in your Party Journal.

B: Decide to keep the box instead. » 691

771 Feast at Fort Pennark

After the battle the Pennark healers take care of you, patching your wounds.

Wine and roast fish is served to you brave defenders, and toasts are raised in your honor. You sleep well in the guest rooms. The next morning you all embark on ships that will take you to Mesoport and to battle!

Each Hero gains an Inspiration gem

772 Three Against You

One of the xi-noq turns and looks at you.

"You have the Puzzle Box of Xi-Sai. The xi-noq will take it."

You are suddenly frozen and feel thirsty, so thirsty! You are drying like fish in the sun.

They take the puzzle box from you, grow smaller and leave through the portal.

→ 803

773 Whack-a-Crab

A horatian charlatan has a box full of crabs which skitter around on their little feet. You pay him a few coins and he hands you a softened hammer and tells you to hit as many of them as you can.

"Remember, every day is another test. Don't worry, the crabs are magically protected, they won't be hurt."

Each Hero who wants to play
Pay 1 and 1 2 (Matajaun +2)
For each above 2, gain 1 Each Hero may only play once.

"We all get what we deserve," he says as you leave.

776 The Urn of Life Desecrated

You raise the guivren horn urn up above your head and cast it down onto the stone floor. It shatters into a thousand pieces, the ashes spreading all over the temple in a cloud of dust. You have a sensation of remorse and loss as the urn of life ceases to be.

Then, inside your heads, you hear the hissing voice of Mazurak, the pagan goddess of death.

"Good, you have found the Guivren Temple and broken the urn of life. I am pleased."

A stone tile in the floor crumbles to dust to reveal a great treasure: a blood ruby and a magical book, the legendary Tome of Wolzad, a magus who worshiped Mazurak. He was a mortal enemy of Borealis, a priest of the guivren.

Each Hero gains an Inspiration gem
Gain a Blood Ruby token
Gain Item card 104 "Tome of Wolzad"

775 Korallians Outswum

Ziad'Sai points the Conch of Bekora at the purring korallians and a great current of terrible strength sweeps the croupiers behind the Fish of Fortune. He then points at all of you and another much more pleasant current aids you escape.

→ 046

776 A Bad Trip

You do not manage to recreate the trip and feel quite unwell after eating the strangely tasting dream egg. Even if you wanted to try again, you cannot currently find another fermented dream egg to buy.

The Hero who went on the journey suffers 2 damage.
You may not attempt this puzzle again until the next City step.

777 The Pit

You steel yourselves and approach the Pit. The scarred nihtegrn bouncer glares at you, but lets you in.

You order drinks and try to look around for some clues as to the thugs. You bet on the duels and order some more drinks. You mistake a drunken horyot for one of the thugs, but she turns out to be a waiter. There is shouting, and dancing, and more drinks, and a brawl, and some more drinks.

Each Hero 3 2 +2
Success → Gain an Achievement gem
Fail → Spend 2

778 Cheering Crowd

Nebulon: *"Tremendous!"*

Jangam: *"I thought that was absolutely tremendous, Nebulon."*

Nebulon: *"What a great performance!"*

Jangam: *"I thought that was an absolutely great performance, Nebulon."*

Nebulon: *"Any thoughts, of your own, Jangam?"*

Jangam: *"Thinking is for the weak, doing is for the strong. And no one would dare accuse me of being weak."*

Nebulon: *"You are absolutely right, Jangam, no one would accuse you of thinking. Let's just listen to the crowd cheer for this bunch of doers."*

If you do not have a score written next to "The Great Old One" scenario on your Party sheet, write in your score and → 585
Otherwise, if you have beaten your previous score, cross it out, write in your new score, and → 362
Otherwise → 640

779 Blood Knight Treatise

Reading this abominable treatise on the Blood Knights requires immense concentration and intellect. The words seem to move on the page and eventually you realize it is not your eyes playing tricks on you, but the script that is magical. Reading it seems to empower whatever spell is embedded in it.

Choose a Hero. That Hero 2 +2 (Geomancy +2)
Success → 334
Fail → 512

780 No Fee

The man scoffs at your request and leaves. "You're not even normal."

781 Riddle Me This...

You push buttons and turn the rings of the puzzle box, trying various combinations. You turn it upside down and throw it in the air, hoping to trigger a mechanism of some sort.

Then, suddenly, you feel intense pain and you see a flash of this same cube, placed on a ruined house in some nightmarish realm.

Gain 2
Place a Progress sticker on slot 1 on Artifact card 05 "Puzzle Box of Xi-Sa"

782 Green Square Moon

"ANSWER the verse boom out."

The scroll reads, "The unvisited column. The unvisited row."

783 Hyperion is Annoyed

"Do hurry," scolds Hyperion, "whatever you're doing can't be that difficult...an it?"

Remove 2 tokens from Story card

784 Decorated Armor

As you touch it, the armor turns to dust and so do several of your prized possessions!

Immediately discard 3 non-Quest Item cards or tokens of your choice

785 Five Heads Down

If there are 9 or fewer Fate cards in the Fate discard pile → 835
Otherwise → 534

786 Guardian Defeated

As you defeat the giant golem, you expect the wall of lightning to fall with it. Instead, the aox energy intensifies inside the vortex in the Breach.

"Xotho!" The whispers turn to shouting: "Xotho!"

A clawed hand appears in the vortex, then a maul attached to an arm, then a huge lunar demon, roaring ferociously. "Xoooohoooo!" The sound is heard and the aox pulse is felt throughout Lok Torr.

"Xotho, you traitor!" It seems to address you. "To think you could fool me. Xotho! You will never open the gates. You will never get your army back. And you will never get the key, which the other crystal-backs ripped from you. Even your own do not trust you. And now, I will stop you once and for all!"

The rubies on the pedestal have regrown, and leak their energy into the vortex, strengthening the demon. You will need to defeat the demon to lower the red wall of lightning and power up the Roglu to break open the gates.

Reveal 3 and spawn Zoggothu in M.
For each token on Story card M, Zoggothu has 5 fewer health.
Remove Story cards J, K, M, and N from play.
Allies do not gain the corresponding condition when they move into an Aox area.

787 You Convince the Goddess

"You are not ordinary mortals," Mazurak hisses in your ears. "You have been touched by the great powers that maid Agemona. Yes, I will grant you this boon."

Each Hero gains

Choose one:

A. Accept the quest now →
B. Continue on your way

788 Squeal on Celestor Rhaenna

"Sai'Fire!" curses Hemet One-Flame, and reaches for his sword. Unfortunately he has left it at the door. "I will not be cheated of my money!"

"Come now" says Celestor Rhaenna smiling, "the stars shone upon me today, that is all."

You step up and tell all of them that you saw Rhaenna cheating.

"This is a serious accusation," says the croupier, and then turns to the Celestor. "As per the rules of the casino, I must read your mind."

"Nay, I will not submit to such an invasion of privacy," replies Rhaenna indignantly. "My mind is full of such secrets as are not suitable for spying eyes, ears, or minds."

Then I ask you to return your winnings," says the croupier calmly. Rhaenna hesitates for a moment and then departs, leaving all her winnings behind. "I'll never patron this boat again!"

"The gods will not help you until you change yourself from within," says the croupier by way of goodbye.

Hemet One-Flame beams at you. "Thank the Sun you were here! Allow me to reward your sharp eye."

Each Hero gains 3
Gain +1 Reputation with the Amethyst Order

789 Journey

The neglected roads are nearly overgrown with bladethorns and poisonous mushrooms. The journey takes you through the plains of Southern Throyle towards the forests of Northern Uladur.

From here you will travel south over the Naedel Falls and on to the Reflection Range where Lok Torr is hidden. But right now you can see the ruins of Skyffford Castle loom into view.

790 The Summoning Scenario Card

You are cordially invited to meet with High Priestess Silma at the Temple of the Fifth Eye.

"May the ancients protect you," the quochian greets you in her study. Sacred chants echo in the halls around you.

She offers you wine and cakes, and eggs and mushroom milk, as before. Silma congratulates you on your exploits and heroic deeds, and asks you your opinions on current affairs. Then she gets to the business at hand.

"As you may know, there are cabals of demon worshipers at work in Benem, some even right here in Runedale. We quothians have always protected Agemonia from demons and other creatures of the Shadowlands and I have continued this pursuit here within the Cult of the Fifth Eye."

She sips her mushroom milk and waits to see your shocked expressions at the mention of demons.

"Demon worship is not like other primitive superstitions. Demons actively seek to destroy the legacy of the ancients and that cannot be allowed. What's more, such a cabal has stolen an invaluable artifact of the ancients from right here in this temple. It is a chalice storing immense magical power and we believe they intend to use it to summon some great foe from the Shadowlands. The Breach, as it is commonly called."

"Using magical means we have managed to locate the Copper Chalice in the cellar of a trading company in the Exalted Bank."

"We priests of the Fifth Eye are archaeologists and engravers, healers and singers of hymns. We are not soldiers, which is why I ask for your help in stopping the plans of the demon worshipers and retrieving the Copper Chalice."

She swears you to secrecy and promises to reward you handsomely if you succeed.

"May the Fifth Eye watch over you."

Gain Scenario card 2 - "The Summoning"
If you have with the Jade Tendril and you want to reveal High Priestess Silma's plans to them - 221

791 Trembling Tendrils

Before you have a chance to approach the moonlily, the ground beneath your feet trembles and the organic mass of the central tussock crumbles away revealing an enormous plant monster.

The bulbous disgorger waves its lianas like tentacles, spewing horrible cancerous growths flying your way.

The moonlily is still safe, but gathering it is impossible as long as the vegetable menace is alive.

If the timer reached 25, spawn any Asputils you have defeated into their original spawn area.
Stop the timer.
Remove all revealed and unrevealed Story cards from play and remove all tokens from all .
Remove Story card C from play.
Remove the Spawn token from play.
Reveal and flip Story card .
Reveal 3.
Spawn a Bulbous Disgorger in .

792 The Creator Defeated

The thralls try to defend their enthraller, but they are so weak that you easily push them aside. But will you reach the Creator in time to punish her for her wicked deeds? You feel her telepathic powers start to take sway over you, but just manage to bess her while you still have some mind of your own.

At that moment you feel her psionic control disappear completely, and all the thralls snap out of it, too.

"The stars shine upon us this day," the oldest says. "We will return to our homes, but please, take all the togsbane you can carry. We want it not."

Gain 5 Togsbane tokens.
Each Hero gains an Achievement gem.

793 [illegible]

You put the mask on, and through the crimson lenses you see yourself walking somewhere else, holding a short thin rope.

You sneak into Cadfael Fortress and find an Amethyst Order merchant. He does not see you. You get behind him and place the rope around his neck. You pull and he struggles for breath. You pull harder. He dies.

You are the assassin known as The Feather.

Lose 1 .
Place a Progress sticker on slot 1 on Artifact card 03 "Shadow Goggles".

794 An Alm for the Poor

The pattangan is in a poor condition, his clothes in tatters, his dorsal fins limp and his eyes empty. He has begging cups in all four of his hands. Next to him is a furry boryot with broken antlers and a toothless nihtegrit, clearly in a similar shape to him.

You give the pattangan some money to help him out of his situation, even if he will use it on voidbloom.

"Oh, the storms bless you, boss! Thank you! Bright day to you and your spirit, boss! And your friends, too."

He immediately leaves to buy some flowers. The boryot and the nihtegrit put out their hands, asking for gifts, too. You promise to maybe help them next time, and make a quick departure.

If you have "Hated by Beggars" in your Hero Journal, cross it out.
Otherwise, write "Loved By Beggars" in your Hero Journal.

795 Pennark Knight

Star Kithia Pennark takes you to Victory Park, where, in a moonlit ceremony, she places her sword on your shoulder. "On this day, in the name of House Pennark, under Heaven all-seeing, I dub you Knights of the Wounded Gaze, in service to House Pennark."

You are informed that you may now use the title "Star" before your name and she tells you the Pennarks are planning to conquer Mossport and gives you money to prepare for the attack in a manner befitting knights.

Each Hero gains 10 .

796 Dimanjam is Saved

You escape the cavern with the pattangan game enthusiast Dimanjam, but he seems unwilling to leave.

If you have "Caverns and Quirrens" in your Party Journal - 747
Otherwise - 326

797 All Heroes Damaged

Jangam: *"Cold and white with savage bite. In the Pit with acid spit. Five heads regenerate. Anger fuelled urn of hate."*

Nebulon: *"Wow, that's actually quite poetic Jangam."*

Jangam: *"I'm trying to write another. What rhymes with Zlohian?"*

Nebulon. *"Hmm. Well folks, I'll let you ponder that as we get back to the action..."*

798 The Soladin Uncowed

"Sun's Fire!" curses Soladin Yanesh. "We take no orders from godless nihtegrit Legionaries! Attack!"

- 317

799 Journey

You visit the Pennark Mansion in Runedale. The house is full of magical artifacts and heirlooms of all sorts. Lord Wollyon and Lady Reiltiss receive you in his study.

He is fat and bald, and dressed in quothian silk. She is tall and thin and wrinkled, and brazenly wears a necklace with a forbidden pagan symbol on it.

"Heaven protect, brave heroes," Lady Reiltiss says with a droll voice. "You've come about the grove, aye? Aye. Here's the thing: A benaethid has made its nest there and no one is foolish enough to go near it. Brave enough, I mean. But there you are. My husband will explain the details. I must now attend the services."

She leaves you with Lord Wollyon. He takes a moment to snort some magical powder and then continues.

"Kill the benaethid and bring me its gallbladder. If you do that, we'll pay each of you five stars. You'll also get a pattangan scout to show you the way. Try to not get fejak killed. Oh, and one more thing, there are unspirees in the grove that are sacred to the pagans. I can abide them not. While you're there, cut down five of them, no more, no less. If you can do that, there will be a bonus for you."

You ask if his wife would not object to that.

"I'll name that star when I see it," he says. "Just do what you are bid. Heaven protect."

800 "Sorry"

You really do not want to take on the entire Shroud, so you raise your hands and back off. The tgnissaur tells the boryot not to pursue you. Soon the thugs disappear into the night.

801 Finally, Some Respect

Sergeant Sagittarion takes another look at you.

"Oh, I realized not it was you," he says, embarrassed. "I meant no disrespect, gentlefolk, just doing my job."

You tell him he is doing important work, and promise to put in a good word with the Grumasks.

"Thank you, gentlefolk. Heaven protect," he says.

The guards salute you.

802 Glass-Breaker

You start to smash the magical glass. The razor-sharp shards explode this way and that, slicing into you. One might think a pick axe would be useful here, but metal weapons just create even more dangerous explosions of shards.

Each Hero [-] [4]
(For each wooden shield in your party each Hero gets +1 [-])
» 962

803 Dehydrated

You are left on the floor gasping for water

Each Hero except Hydromancer [5]
Remove Artifact card 05 "Puzzle Box of Xi-Sai" and Item card 167 "Puzzle Box of Xi-Sai" from the game

You soon get the water as Riabo pours a whole bucketful on you. It helps a little

"The xi-noq came looking for the puzzle box," it says. "Since Riabo left the Song of the Xi-Noq, others have treated it with little compassion. As you saw."

After drinking several cups of water, you leave the Reliquary.

804 The Riddle is Too Hard

You cannot make head or tail of the scribblings. Perhaps the victim really was losing her mind.

You convey your condolences to the priests and go home, having lost the deposit and failed the victim.

Discard the set-aside items

805 The Toad and the Fifth Eye

"This represents the lost culture of frog men who coexisted with the ancients," says Silma, the High Priestess of the Fifth Eye, as you give her the statue. "Perhaps it was made by them, perhaps by the ancients themselves. Nevertheless, it is one of very few examples we have of these creatures."

She sends for lower ranking priests to take the artifact and deliver it to the Temple of the Fifth Eye. Then she looks at you.

"You have shown yourselves to be true friends of the Cult of the Fifth Eye. You will be rewarded in the afterlife, but allow me to also reward you in this one!"

Gain +1 Reputation with the Cult of the Fifth Eye
Gain Item card 046 "Scroll of Healing"

806 A Surprise Encounter

With great strength of will you move the stones and see their magical currents shifting away from the maelstrom around the portal. The portal shines brightly for a second and then collapses in on itself. The stones such the energy back into themselves, turning into ash. However the figurine turns into a real life pastangan.

"Praise the ancient ones you were here!" she says. "I tried to stop the demon worshiper but he was too quick for me. The honey wine of his life must be rotten now. And you! You will be rewarded in the afterlife, but allow me to also reward you in this one."

Gain Item cards 040 "Scroll of Telekinesis" and 042 "Scroll of Lethargy"
Gain +1 Reputation with the Cult of the Fifth Eye

807 Crossing the Chasm

Evil power has ripped the path in two. The ground is still shaking and moving, but it might be possible to jump it without falling into the poisonous growths inside. But it will not be easy. Some kind of makeshift rope bridge would be good, but do you have the equipment for it?

Each Hero who chose this path [5] [-] -2 ◇
(Any of these Heroes has a Hook and Rope -2 to all)
Fail » Spend 2 ○ and gain [-]

808 Questioning the Shaman

You demand the woman explain herself. She speaks too fast and often gets confused, but eventually you start to understand her story.

"I am a shaman of the Gunbanyar tribe and this is my spirit animal. I am on a holy quest to retrieve a magical instrument from my mother but the ritual is too much for me alone."

She looks at your group, recognizing Masajam. "You and your nalam must help me! It is not only the Bitajha tribe that is in trouble, but all of us! All Pastangans. Indeed, all Agemonas! Tell them! Tell them you will all help me!"

Choose One:
A. Spend 2 ○ - Offer her food and some coins. » 052
B. Offer to take part in her ritual. » 570
C. Attack the strange shaman. » 306
D. This sounds like too much trouble after all. Send her on her way

809 The Pillar of Blade Thicket Scenario Card

You presume that "the wisest of the warlocks" must mean the leader of the Amethyst Order.

You enter the luxurious halls of Caalfael Fortress, where Amethyst Order merchants, clerks, and guards work, all dressed in their distinct purple and gray robes. Large messenger butterflies fly hither and thither. While the Order is now the premium mercantile power in Agemonia, it was once just a gem cutters' guild.

You ask to see their leader and after some hesitation are taken to meet Rumedale Manager Otava Shamiel, a dry thirtyish woman.

She looks at you with disdain. "What's with all the foreigners?" she asks her assistant. "Are they lost?"

You explain your business and tell her you want to see the leader.

"You want to see Hemet One-Flame? You? Are you serious?"

You tell her that you are, and that you have urgent business that only Hemet can help with.

She refuses you entry, but just then something strange happens: a group of robed figures storms her office, magically paralyzing her, and breaking through the door to the next room. You sense evil aax energy all around them.

You draw your weapons and follow the criminals, hoping to stop them.

Before you reach them, you see they have come face-to-face with a burly upstart with a massive blade. The horned man cleaves several of the attackers with one mighty blow. The rest try to escape, but you deftly apprehend them.

"Tie them up," he orders, and you comply.

After Amethyst Order guards have taken the intruders away to be questioned, the muscular upstart turns to you.

"Sum's fire. It gladdens me you were here. Otherwise, I would have killed all of these demon cultists, and we would have no one left to question. The Jade Tendril does not usually dare bother us, our regular enemies are more powerful. I am Hemet One-Flame. What is your business?"

You surprise Hemet One-Flame by asking him about the orb of power.

"Well.. No offense, but such wisdom is not shared lightly. That artifact is dangerous in the wrong hands, or hands ill equipped to handle it. Why don't you first show me you have what it takes?"

He calls for cakes and wine, and draws a map of the region showing a place called Blade Thicket to the east of Rumedale.

"There is a portal in Blade Thicket which was sealed shut eons ago by a magical device in a pillar there. All of this lay forgotten for millennia. Some months ago the device powered up by itself, and soon enough someone opened the portal again. This led to a sudden expansion of the thorny Blade Thicket, and many demons started plaguing the area. We sent a group to seal the portal once more but they never returned. Find out what happened to them, find their deciphering scroll, and seal the portal with it. Since you handled these demon worshippers with such ease, you should have no problem."

You take notes and thank Hemet One-Flame for this opportunity as Otava Shamiel returns.

"Sir, I heard there was an attack. Was it these foreigners?"

"Mrs. Shamiel, remember that I was once a foreigner here myself," says Hemet One-Flame.

"Yes sir, of course. I did not mean it like that," Shamiel says apologetically, and bows numerous times while exiting.

You take your leave of Hemet One-Flame and think about the task he gave you.

Gain Scenario card 8 "The Pillar of Blade Thicket"

810 Break Your Vow to the Guivren

You leave Mazurak's statue, meaning to have a drink in the nearby Ravenous Guivren. Realizing it might be an ill omen, you opt for the Dancing Ustrig, instead. Ustrigs never gave anyone any quests.

As you sip your drinks by the fire, you feel a horrible headache. Then you hear the melodious voice of the guivren in your minds.

"You have broken your vow. You are in league with Mazurak. I am very disappointed."

Each Hero discards an Achievement gem [-].

811 In the Nick Of Time

"We have such sights to show you," says the voice as one of the sarcophagi is opened from the inside. A horrible mirror-faced spirit rises from its grave and attacks you. Then others come.

"Pain has a face. Allow me to show it to you."

Each Hero [-] [5] [-] +2 ◇ (Drenosh, Janai +1 ◇)
Fail » Gain an Injury card

You are saved in the nick of time by Essylit the Unerring and Sergeant Sagittarion arriving at the scene together with a large number of knights, guards, and sorcerers. They manage to delay the revenants long enough for the first sarcophagus to be closed.

After the situation is dealt with, the Sergeant looks at you.

"Well, well, well," he says, "what exactly were you doing in here?"

If you robbed the house, he arrests you. » 911

812 Grand Harp of the Dead

Grand Harp of the Dead
This quothian-made harp is made of polished snagwood. Even though it represents a black guilvren, its ruhteegri harpists assumed it to be Mazurak, the pagan goddess of death.
A powerful magical artifact in the correct hands, it is said to sound so beautiful when played that it enthralls its listeners and lifts their spirits.

If you want to learn to play the harp seek Master Kurron Kunnel at Mazurak Plaza. He never shows his face, but is a great teacher. Runs from 21 nuner to three.

813 Cosmographer

"I bear witness that there are no gods but the stars above," you say at a ceremony in the Pinnacle. "I bear witness that science and reason alone shall dictate my acts. I bear witness that all the Order of Cosmographers teaches is a revelation of the natural order of Agemonia."
With that, Celestor Rhaenna pronounces you cosmographers, the true powers behind the thrones of Benem.

Each Hero gains an Inspiration gem.

814 Warlock Saved

You manage to cut the Council of Eight warlock's cocoon open, resisting the enormous arachnid's attempts to telepathically paralyze you. The forest is still foggy, but you can see her multi-ocular head lower itself next to you, her fangs dripping with acid.
"You shall not escape me."
You run as fast as you can, dragging the pattangan warlock to safety. Once you are clear of the fog, the warlock turns to thank you.
"You saved my life. I'm forever in your debt. I dedicate my head, my hands, my heart, and my liver to save your lives when... No, wait, it is the Council of Eight that is in your debt. But here is a small token of my gratitude."

Gain Item card 051 "Prismatic Jewel"
Gain +1 Reputation with the Council of Eight.

815 The Wand of Beasts

You reach the back of the cave and the skeleton. Next to the nineteen is the skeleton of a monoceon, so maybe they were a pet trainer? Judging by the shards, both were killed by the crystals.
You take the black wand from the bony fingers, and realize it carries powerful ferox magic.
The crystals do not seem threatening, so you spend the night in the cave, making sure at least one of you stays awake in case they try anything. Come morning, you leave the cave, and see the storm has passed.

Gain Item card 087 "Wand of Beasts"

816 The Shiver Searches You

You watch helplessly as the Shiver searches your body and your mind. They take your money ("to pay for your crimes") and leave your mind weakened.
"Even you krrox people should understand better than to collaborate with a parasite such as Zuvai'Sai," says Shan'n to the rest of you. "One day you, too, will create a society where all its citizens have equal rights to pursue prosperity, where hard work and genius will be justly rewarded, and property firmly protected. And parasites like you, harshly punished."
Eventually the Shiver troops find the Conch of Behona in Zuvai'sai's bag. They stare at it intently, greedily, and then all of them make a grab for it simultaneously. All of them want it and all of them fear what would happen if the others got it.
"Stop! It belongs to the Creator!" Shan'n yells. Her troops look at her and they seem to engage in some sort of telepathic combat. Bested by Shan'n's superior powers, the Shiver troops end up falling to the ground, weeping.
Shan'n looks at Zuvai'sai. "Did you place some sort of psionic curse on the conch?"
"I think you're just too suspicious for your own good," Zuvai'sai replies, grabbing back the Conch.
Shan'n and her troops retreat on their mounts. "We will be back, and we will be prepared. May Behona bless the Creators and may their success flow down on us all."
"I'll be ready for you," Zuvai'sai says.
You all better be ready.
Once they have gone, the effects of the psionic attack slowly wear off and you are free to move again.

Discard half of your party's [gold] (rounded down, maximum 10 [gold]).
Each Hero gains [gem].

817 Star Trek

You travel through the stars, your mind fuelled by the unsettling dream egg. At times you feel queasy, but you manage to keep it together and complete your journey. Afterwards you feel enlightened in some way, although you do not fully understand why.

The Hero who went on the journey gains an Inspiration gem.

You tell Rhabo the solution to the puzzle and it gives you a reward.

Gain the reward shown below depending on how many attempts it took you to complete this puzzle
1 » 20 [gold]
2 » Gain an Artifact card of your choice from the Archive (Item cards 143 to 152).
3 » Take a Potion Item card from the stock.
4 » Each Hero gains an Achievement gem.

818 Yellow Circular Moon

"IT'S," the voice booms out.
The scroll reads, "Teleport away from the wall two spaces."

819 Trying is the First Step to Failure

Digging in the dirt is both hard and undignified. You are nearly finished. Besides, churches of the Fifth Eye have several artifacts just like this one. What use is one more?
You abandon the dig and go about your way.

820 Rakka's Wand

This time you deliver Rhaeviss the finest quothian silk you could find. She is wearing a dress made of the two previous bolts you brought her.
"Maybe we did not have to steal Rakka's wand," she says, "but I had to protect my caravan. Anyway, it did not work. She killed them all. But now she's dead and I live. And I am draped in such magnificent silks."
"You think death can stop me?" asks Rakka's ghost as it again escapes the wand. "I am not done tormenting you yet, Rhaeviss!"
Rakka points her hands at Rhaeviss and you see the silk merchant's life force bleeding away into Rakka. The ghost seems to become stronger as Rhaeviss dies in the pile of silk.
Rakka's ghost flies out of the window and you are left with her wand.

Place a Progress sticker on slot 3 on Artifact card 04 "Rakka's Wand". Remove that Artifact card from the game and gain Item card 146 "Rakka's Wand".

821 Continue to the Beacon

After Skyfford Ruins you walk through the Shattered Pass to the former province of Yihmer, now called Ratwood, and the domain of Hur-Ishtanim. The Vault of Time is inside the cursed forest, and you have no choice but to enter its malodorous entrails.
"Hail! Hail! Hail Hur-Ishtanim!" Those are the words you hear in your dreams. Or was one of you chanting it out loud?
The poisen mushrooms, corrupted beasts, and primordial flowers of the cacodaemoniacal forest creates a mixture of alien sights, sounds, and smells which makes you sick.
"Hail! Hail! Hail Hur-Ishtanim."
Now you hear the chanting even in your waking hours. Are you the one chanting? No, it must be coming from deeper in the woods. Anything else would be insane. You are not insane.
You keep walking through Ratwood and the presence of Hur-Ishtanim is everywhere. No, not everywhere! The whiff of alum is stronger than before, a small but significant force holding its own against the power of Hur-Ishtanim.
When you reach the previously overgrown Vault of Time you see it has grown in power since your last visit. It radiates with alum energy, which has cleared much of its surroundings from the Ratwood's corruption. The quibous vines and malodorous mushrooms lie dried up and dead on the ground, with new grass and flowers growing here and there.

If you have "Hail Hur-Ishtanim!" in your Party Journal »
each Hero gains [gem].
Otherwise » each Hero gains [gem].

822 The Cursed Sepulcher Scenario card

A thin ruhteegri woman approaches your table. Her outfit is strangely decorated in black feathers in the style of the quothians.
"Heaven protect and greetings to the living," she says as she sits next to you. "May I offer you some wine and cakes?" She motions to the barkeep, placing the order.
"My name is Cee and I would like to hire you for a job. You're all outsiders, you see, not from Runedale. I need someone neutral." She nervously takes a sip of wine.
"Anyway, there's a room in the catacombs below Runedale that's been guarded by Gramask soldiers for centuries. But not anymore! I'll take you there, you retrieve something for me. I pay you each twenty stars. What do you think?"

Gain Scenario card 33 "The Cursed Sepulcher".

823 Dialogue With A Crime Boss

You approach Goodwife and she recognizes Iana.
"Well, well, well, fancy meeting you here," she says. "Heaven protect."
Her demeanor is calm, but her hands take positions of magical defense.
You ask her business in Runedale.
"Can't a woman take a walk in the park without some ulterior motive?"
You tell her to get out of your town.

If you have [card] with The Shrood » [card] 043
Otherwise, Fight Goodwife. » [card] 233

824 To Slugvale

You are ready to set off for Maddark Seat where Ssulen'n and yourselves will seek permission to visit Slugvale. As you are boarding your riverboat you see a nervous Ssulen'n checking he still has the moonlily nectar that will protect you from some of the threats of Uladar's fungal forests. The place is not an inviting one and you cannot be entirely sure the nectar will work or that Ssulen'n will apply it properly, but there seems no other choice.

At least the riverboat journey passes pleasantly without any drama or incident.

825 The Mansion of the Broken Hearts

You need to find an Orb of Power. With your increasing attunement with the magical powers that shape Agemonia, and your previous contact with the Orbs, you have begun to feel one such artifact is located here in Rumedale.

You have searched the tunnels under the city, the hills outside it, and the Temple of the Fifth Eye, but the feeling is strongest near Wollyon Pennark's mansion.

Lord Wollyon lives there with Lady Reiltiss, and is known as an illusionist and a collector of rare items. It is not impossible that he would have one - but if he did, why would he not deliver it to his brother Amon Pennark?

Gain Scenario card 30 "The Mansion of Broken Hearts"

826 Going Through the Trash

Searching through the mess you discover mostly trash, but also some curious items.

Gain 3 Scrap Metal tokens, an Aon Amulet token and Item card 005 "Shovel"

827 Teleport

If a Hero teleports to reveal Citizen card 2
If a Hero teleports to the area containing reveal Citizen cards 3, 4 and 5
If a Hero teleports to the area adjacent to reveal Citizen card 8

828 The Dark Cellar

The cellar is dark and its corners are covered in cobwebs. To your left are large barrels and to your right, rows of dusty bottles of wines from all over Benem. In the far corner are storage shelves full of preserved jams, citrons, dried squid, sausages, cheeses, eggs, and various crates of other foodstuffs.

Flip the Dark Cellar map tile and place it so that the on that map tile connects to the on the First Floor map. Place your Hero in on the Dark Cellar map tile.

829 A Job Offer

You ask Madame Shamiel if there is any other way to settle the debt.

"Well, let's see. First of all, Drenosh Eight-Songs here left our service rather suddenly in Copperton, simultaneously with the disappearance of a contract for a rather large debt."

"What makes you think it was me?" asks Drenosh.

"Oh, the debtor you helped was an old quothian. She sang like a bird."

"It's her debt, she should pay it," says Drenosh.

"Not without the papers you stole."

"You expect me to pay you sixteen stars?"

"Plus interest."

It is clearly not a debt you want to repay, but the Amethyst Order is too powerful in this town for you to just attack them outright.

"However... There is something you could do for us. You worked as a collector before, now you can collect for us again. A peddler of exotic animals owes us a lot of money, but is refusing to pay. He has spent it all on the animals, you see. But he refuses to sell them, wanting for the prices to go up. That is not our problem, we want what is owed to us. So, we want you to procure these animals for the Amethyst Order. What do you say?"

Choose one:

A. Spend 20 Pay the debt. 554

B. "Indebted" not in your Party Journal and spend 4 Pay the interest. 507

C. Take the job. 933

830 Journey

The path finally takes you through Reflection Range and into Yihmer once lush, but now desolate. Dead trees and poisonous [illegible] the dark landscape.

Every night, you open the scroll Silma gave you and read the poem.

Barricade Isle, sailor's haven,
tremors scare you if you're craven
Lanimora with orb and shield.
Ask and something shall be revealed
Once you follow divine decree.
The lock knows how to turn the key

831 Enemy of the Pennarks

The door behind each of you is closed and a guard steps forward and locks it shut.

Jangam: *"It's a lock-in Nebulon! Fight to the death! Don't upset the Pennarks is my advice."*

Nebulon: *"And shush is my advice Jangam."*

Jangam: *"Remember Stavion? He upset the Pennarks and they tied rocks to his feet and threw him in the river."*

Nebulon: *"Yes, Jangam we don't know it was them."*

Jangam: *"Well that's what you told me."*

Nebulon: *"Will you just shush!"*

Write "Lock-in" in your Party Journal.

832 Journey

"Unfortunately," they say, "but that can't be true. Who would pay to see that? It would be the most one-sided contest you could imagine. Just a slaughter. No, it can't be true."

833 The Dark Army and the Sable Crown

Rusbo is probably right: criminals could use an army of demons.

You go look for Caillon in the Ravenous Guivren. He is not there, but you send word out, and eventually he joins you for a cup of wine.

"Heaven protect," he says.

You show him the purse you have found, and he examines one of the red coins.

"You should know I revere the old goddesses and they have always stood against demons," he says reproachfully. He sits silently sipping on his wine. "On the other hand... an army of demons would be of great use against the corrupt magus normally who oppress our people."

He listens to the bard playing 'The Dying Priestess', an old song of heroic deeds and self-sacrifice.

"Perhaps it was written in the stars," he muses. "I will take it."

He grabs the purse and gives you a little money for it.

"Let this be the first time demons will give food for the hungry," he says, and leaves with the purse.

Each Hero gains 3.
Gain +1 Reputation with the Sable Crown.

834 It Belongs in a Museum!

You lend a hand to the archaeologists and help with the dig. The artifact has some sort of power which tries to make you abandon the effort. One paranagan digger has already quit; it was too difficult for her.

But it will not be difficult for you, as long as you believe it is not.

Do you have the strength of mind to withstand the artifact's persuasive powers?

Each Hero 5 +2
If at least 1 (2 Heroes) or 2 (3 or 4 Heroes) succeed 269
Otherwise 819

835 They Think It's All Over!

Just when you think you have got the better of the beast, you see the creature start to regenerate even more aggressively. Looks like this beneathid just doesn't stop.

Jangam: *"That boy does not know the meaning of the word defeat!"*

Nebulon: *"Or any word, Jangam."*

At the end of the next Head's turn (defeated or not), each Head 3 instead of the normal Regenerate effect. The 5 Heads are no longer defeated.

836 Continue to the Vault

You leave the Skyfford Ruins behind you and walk through the Shattered Pass. On the other side is the desolate land which the old aquitan called the plains of Yihmer. Perhaps they were green pastures and yellow fields once - but for as long as you can remember they have been a burnt and destroyed land on which nothing grows, save for the horrid Rotwood at its center.

Some magical sense pulls you toward Rotwood, as if there were a hint of auen there. That might be the Vault of Time, but hopefully you can go around the forest rather than through it.

You follow the coastline, where some nihtengri still live in small communities. You are unsure whether they consider themselves subjects to any noble house or magus.

The longer you travel in Yihmer, the clearer it becomes that the Vault of Time is inside Rotwood. You hoped to go around it, but now it is unavoidable.

Some say the forest was cursed around the same time that Skyfford Keep was ruined, perhaps by the same massive forces that destroyed the castle. Others claim the forest is but one creature, nameless and primordial. The locals warn you against approaching the cacodaemoniacal forest, but you have no alternative.

Rotwood spreads like a fetid, cancerous growth over the dead vistas of Yihmer. It is alive, like the rotten carcass of a beast is alive, full of carrion feeding vermin. Poison mushrooms cover the ground, while vines hang down from the un-Agemonian trees, moving preternaturally.

To walk there is to brave the malodorous paths and to be prepared to meet creatures of the most despicable sorts. You witness floating sporal podlings and skitterers, and once, the corpse of a large slime monster which some call nomians. Whenever you cut your way through the vines and the branches, the forest grows back after you pass, closing your exit.

To walk there is appalling enough, but to sleep in Rotwood you invite phantasmagorical sights and sounds into your dreams and into the innermost recesses of your very being. Images of squamous, cyclopean beasts peering at you through the eons penetrate your mind and even in waking, trouble your thoughts.

Through all this, you are guided by your sense of awen, your precognition that there is something there, a beacon or a vault constructed by the ancients millennia ago.

Two gibbous moons shine their pale light on the foreboding sky as you come across a cliff covered in malodorous roots and fungi that speaks to you of times long past. You clear the roots and fungi from the cliff and see a bas-relief depicting a tribe of plant-like people fighting appalling demons and holding objects of great power

837 Green Hexagonal Moon

"TO," the voice booms out

The scroll reads, "Completely different from this one and the previous one"

838 Singalong

You spend the day with many other Runedalians, following along with the procession and singing the hymns.

Roll a Counter die

0-2 » You are the victim of a pickpocket. » Lose 3 or an item with a sale price of at least 3

1-2 » Singing while walking is exhausting and you are tired after the procession. » Lose 2 stamina.

3-4 » You make some new friends, one of whom gives you an amulet. » Gain an Aox Amulet token

5-6 » Your voice echoes delightfully in the streets. » Gain an Achievement gem

7-8 » You sing beautifully and a rich merchant gives you a pack of fine silk. » Gain an Embroidered Silk token

9-10 » You feel a deeper connection with the ancients. » Gain a Spark token and

» You make an impression on the whole Cult with your exquisite singing voice. » Gain an Inspiration gem Gain +1 Reputation with the Cult of the Fifth Eye

839 Sniffing Out Aox

The scents of inks and candles are in the air along with the aromas of various kinds of magic, perhaps infused in some of the tomes. Aox is among the smells, but it is difficult to separate out.

Each Hero +2 (Aox Hunter, Paladin, Witch: +1)
Any Succeed » 226
All Fail » 077

840 Mazed

You fail to advance on the chosen path and turn around, attempting to try again. But the path seems different than just a moment ago. Was there a turn here? You walk one way and then the other and realize you are lost.

After several hours of wandering the maze you manage to escape it. You are back in the huge house, and exit it to the portal. You must try again some other time

Lose 2

841 Another Verse, Second Curse

Again you hear the demonic voice speak to you, this time louder and more powerful.

"Your world I will soon enter
you had best believe me
I will reward and mentor
those who will receive me
But turn a tormentor
for those who deceive me"

Each Hero gains a Demonic Curse. » 666

842 Bow Haggling

You enquire about buying the bow, which clearly contain powerful pattangan magics. The warlocks are reluctant to give it up, but are willing to sell it to a friend of the Council for fifty stars. You think a person with the right mercantile attitude could haggle the price down.

Choose a Hero. That Hero (Haggle +2)
For each success, reduce the 50 cost of the bow by 5
You may also discard items to reduce the cost of the bow by the items' sale price.
If you buy the bow, gain item card 091 "Nafain Longbow"

843 The Five-Maw Scenario card

"Attention gentlefolk, Runedalians, tourists, Permarie loyalists, patrons of The Pit! Five enormous mouths, one enormous beast, you don't want to miss the Five- Maw! The show starts at nightfall! Tickets available at the door, half-price seating on the front row! By attending this bout, patrons accept all responsibility for acid damage, hate-filled nightmares, and accidental decapitation."

Gain Scenario card 36 "The Five-Maw"

844 Foreign Fiendstalkers and the Benaethid

You arrive back in Runedale from your journey to the Furnace of the Ancients. You enter the Ravenous Gunvren and hear Juscar the bard singing, just as you have many times before. On seeing you enter the inn he starts to play a newly composed song.

Then all were miserably scared in the Tabbart Castle
Until "Heaven protect all of us from this monstrous hassle"
Thrayle's knights and hunters bravest in their mighty bed chambers
now hid for out there in the Thrayle forest lurks a benaethid.
Foreign fiendstalkers will meet the benaethid.
Foreign fiendstalkers will meet the benaethid.
Then arrived those brave heroes who hailed from far and wider
To Thrayle they were sent by the stars that's no coincidence either
They never were downhearted, nor can our Heroes ever be outbid.
They accepted the mission to catch the benaethid.
Foreign fiendstalkers will meet the benaethid.
Foreign fiendstalkers will meet the benaethid.
When the star-sent brave heroes now found the fiend's lair's front gate
they were much surprised to see the monster already had a bedmate
The two benaethids both woke up, at their hunters fearfully they strid.
Did heroes perish by the teeth of the benaethids?
Foreign fiendstalkers have met the benaethid.
Foreign fiendstalkers have met the benaethid.
So blood was shed and blows exchanged in the forest of Thrayle
The heroes fought for days and nights, and it made their cold blood boil.
Did they become fiendstalkers? By the stars, they did!
At third dusk with the day then died, the two benaethids.
Foreign fiendstalkers have killed the benaethids.
Foreign fiendstalkers have killed the benaethids.
Behold brave heroes who killed the benaethids
Behold brave heroes who killed the benaethids

The patrons of the inn cheer and then try to push past each other in order to be the first to buy you a round of drinks.

Each Hero gains an Achievement gem

845 It's All Over

Nebulon: *"I think it's had enough, Jangam. The wranglers are on their way in to the arena."*

Jangam: *"Looks like we're getting visitors too, Nebulon."*

Nebulon: *"Those are the Pennarks people. I told you to shush, Jangam!"*

The benaethid wranglers drag the body away. It has had enough for today, but it is already starting to regenerate again. Seems there's no getting rid of this beast.

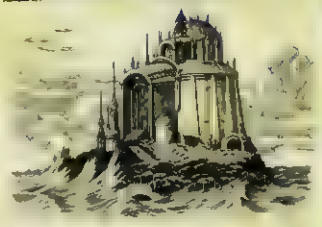
The scenario ends immediately.

846 Pay the Price

You pay the soladin and he tells the Sunshine Legion this is not Drenosh Eight. Songs after all.

Spend 15

847 Fort Pennark



A ship takes you over the dark sea to the rocky island on which looms the solitary, ancestral home of the Pennarks. This fortress was once the capital of the Pennark Empire, now it is a nest of vipers harboring their vile plans. You have heard rumors of teleporters, monsters, and even nihtcegri sacrifice happening in the fortress.

Before you can reach the rocky coast, a Pennark soldier yells at you from the shore, demanding to know your business.

Choose one:

A: with House Pennark » Use your influence. » 551

B: Zuva'sai is in the party » Psionically affect the guards. » Zuva'sai +2 Success » 551

C: Shoot at the guards from the ship. » 371

D: Continue on your way to Mossport

848 "But He's Not Dead!"

You tell her that both her son, Hinwon, and father, Phaeron, are still alive and you have met them.

She looks up at you incredulously. Could this be true?

+2 (For each with the Council of Eight, +1)
6 or more » 892
4-5 » 909
3 or fewer » 062

850 "Yes, Master!"

"Good, good," he says. "Together we will bring freedom to Agemonia and release all its peoples from the tyrannical legacy of the Ancients. We will meet again.

Gain +1 Reputation with House Pennark.
Each Hero gains an Inspiration gem

851 Vespir Tamer

You climb from stone to stone, sometimes having great difficulty in holding on. The higher you get, the worse the wind is. No one person could climb this alone, but by helping each other you have a chance

The vespirs shriek as you try to move past them.

Choose a Hero. That Hero +2
(Pet trainer "A Vespir Friend" +2 "Fat Moncoon" +3)
If you used the bonus from "Fat Moncoon", cross it out in your Party Journal.
Fail - 3
- 186

852 Right Runes

What are the remaining runes in order:

- 897
- 879

Something Else - 861

855 Valuables in the Mess

Sorting through the mess you discover many useful, albeit smelly blankets, but also plenty of valuables. There is also what appears to be a hand-copied rule book for a game called "Caverns and Guivrens"

Gain 13 , a Moonegg token, and 1Item cards 052 "Potion of Healing" and 047 "Scroll of Summoning"
Write "Caverns and Guivrens" in your Party Journal.

858 Well Met

Amon Penmark's flying disk descends until it is almost level with your eyes, and then he booms, happily.

"You did well at Skyrender," he says. "Together we will bring freedom to Agemonia and release all its peoples from the tyrannical legacy of the Ancients. But it will be dangerous. Perhaps these will be of some use."

He presents you with gifts and then flies away, continuing his urgent business.

Gain 2 Blood Crystal tokens

859 The Punishment

"You must be punished!" the demon officer screams and breathes toxic gas at you. You are immobile and can but watch as it strikes you with its sharp claws

Each Hero suffers 3 damage and gains an Injury card.
Shuffle City Event card 051 "Prepare to be Punished" back into the City Event deck.

861 Wrong Runes

You try and try to find the right combination but are unable to

You may not try again until the next City step.

863 Haggling

"Are you interested?" the old woman asks, holding out the gleamroot. "I can sell you two."

"Not really," Zuva'sai says. Your whole group does their best to look disinterested or even disgusted by the offer. In reality you know gleamroot is rare and valuable. "But I suppose I could take them off your hands for a loaf of bread and a dozen eggs."

"You must be joking!" she gasps in mock astonishment. "Are you lot from the circus? They cost me an entire Agura crystal each!"

You chuckle at this ridiculous claim.

"Then you were cheated. Alright, how much do you want for two?"

"Twelve stars."

"I'll give you two." Zuva'sai says.

"I want at least ten."

"Fine, you can have three."

One Hero +2 +2
You may spend an amount of equal to 10 minus your number of successes (to a minimum of 1) to gain 2 Gleamroot tokens

864 Yellow Hexagonal Moon

"TELEPORTERS" the voice boom out.

The scroll reads. "Keep going just a little more."

866 "No demons, thank you."

You refuse his offer and he says no more about the matter. Instead he pours you more mountain beer and offers you a slice of some strong yogret cheese he has with him.

You have a pleasant evening of tales and song, but that night you make sure your watch is more vigilant than usual.

Gain 1 Reputation with the Jade Tradril

870 Amon Defeated?

You thought you had grievously wounded Amon Penmark, but the ring on his nitreegri claw flashes and somehow reflects the final blow. He looks at you with a crooked smile

"You have made a tragic error fighting against me and the powers I command. We'll meet again when I am at my full strength, and then I will make you suffer. Heaven protect."

With that, he steps into the portal and disappears back into the Breach.

If the final damage to Amon Penmark was from an attack, the Ally who made the attack suffers damage equal to the damage of Amon Penmark.

871 Help the Poor Wretch

You offer the shivering cripple some water. Torrax begins a low-pitched hum. He calls the song of the earth and others join in. This seems to calm the man a little. He looks at you, now more or less coherent.

"It happened again. I saw him. I saw Nethor."

He looks at Torrax. "It is you!"

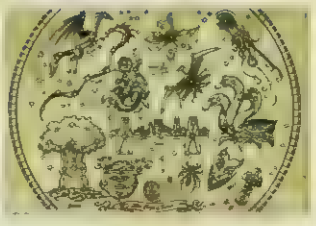
Torrax tells him his name is Torrax and he is nothing like the dictator Nethor. The cripple takes a moment and then shakes his head. "I am sorry, I see him sometimes, even with no apparitions present. I cannot shake his memory. I realize now I was mistaken."

You help him up and he thanks you before continuing his day.

The people around you nod approvingly because you helped the helpless.

Each Hero gains an extra to spend in this City step

872 Stars of Agemonia



Stars of Agemonia

The basics of cosmography and astrology by Cosmographer Caillon of Mossport, on the 23rd year of the Republic

Agemonia is surrounded by stars and two moons. The azure moon, Ata, revolves around the world every 23 days, and is itself orbited by the ivory moon, Eti, which enhances all magic whenever it is close to Agemonia.

Agemonia revolves around the Sun every two-hundred and seven days making for exactly nine months. Even if priests of all peoples consider this a sign of divine providence, such precision is very unlikely. A deeper study on the matter is in order.

The heavens revolve around the Agura Star, a lonely bright blue star which guides sailors and lovers.

Some groups of stars form constellations, which in pagan times were considered symbols of the goddesses. The constellations also correspond to the months of the year. The star sign under which a nitreegri child is born must always be recorded by the cosmographers, but that it holds a meaning for the child's future is mere superstition.

STARSIGN MONTH SYMBOL MEANING

LEAVEN Birth month
The first month of the year and the start of spring. Birth

THE MASK OF WRECK Grief month. Magic and Weakness

THE TRA SCARA Moonglower month. Love. White Grapes and Coral

THE SERPENT CONSTELLATION Yogret month. Sea Agura Star Lotus

[illegible] Agura month. Death

TREE Blightcap month. Justice

THE SHARP MAZEHAK Death month. Grain. Crimson Snakeroot

BENA TOED Benedictus month. Dreams

BRIDGE Bridge month. Faith

875 Run!

You make a run for it! They shoot at you, but fortunately they do not pursue you.

Each Hero: 4 +2
Fail = Gain 1

879 Wrong Runes

You try and try to find the right combination but are unable to.

You may not try again until the next City step.

880 Torrax Takes His Leave

Torrax lets out a heavy sigh. "There, I have done my part."
The agurian walks off into the wilderness, looking back once and then continuing on his way.

882 Ask for the Magical Cube

You ask the lady for the magical cube on the shelf.
"My stars, that belonged to my late husband. He was a warlock of the Inner Circle, you see. I'm not sure if I can part with that."

One Hero: 6 +2
Success = You convince her it is time to let go of the past. Gain Item card 050 "Cube of Annihilation".
Fail = She refuses to part with the cube, but offers you a monetary reward instead.
Each Hero gains 1

885 Fight at the Casino

You attack the mercenaries who are aided by the psionic croupiers. You can also hear the city guard running towards the scene of the fight.

Each Hero: 4
Success = Take part in the group ability check below.
Fail = Do not take part in the group ability check below, but still count your Hero for the number of successes required.
Each Hero that succeeded the active will check above: 2
If the total number of successes from the Might checks is 6 or more (2 Heroes), 9 or more (3 Heroes), or 12 or more (4 Heroes) = 046
Otherwise, each Hero suffers 3 damage = 550

888 Journey

You step through the gossamer wall of azure light. Everything is blindingly bright and you hear a sound like the buzz of wisp wasps. Then you see a large hall, its walls adorned with beautiful mosaics and four enormous stone heads. This place is full of benevolent atian magic, and clearly created by the Ancients.
You believe you are now inside the Chest of the Gods. The Council of Eight wants you to discover a mysterious artifact they call the Omnipotent Millstone, but to do so you must solve a magical puzzle left here by the Ancients.

891 The Long Hard Road

You spend a good long while talking with the beggar and offer him lunch. He starts to cry.
"Look, I know voidbloom isn't good for me, but the dreams are the only break I get from this rotten reality."
You tell him uplifting stories of how you once had it rough too, but how things eventually took a turn for the better.
"Yeah, well, me, I just don't see that happening, ya know? The totem-breaking mushrooms eat up all the forest, so I got no job. And I can't go back to living in the jungle like my parents 'cause the mushrooms are eating all the forest! There's just no hope for me! So I just sit here and eat voidbloom until I rot."
You wonder if you can provide him with a direction in his life.

Choose one:

A: with any faction = Get him a job. If you do not have "Loved by Beggars" in your Party Journal, write it in. Each Hero gains an Achievement gem.
B: Leave the beggar, feeling bad about yourselves.

892 Draguiss Sclark Convinced

She stands up and looks you in the eye.
"Aye, you're right," she says. "Perhaps the stars will once again shine upon me one day. But not if I linger here in the middle of a warzone."
She grabs her bag and hat and runs towards the harbor.

Place Citizen card 6 in the Resolved pile.

895 Deputized

"There," says Sagittarion, who then adopts a ceremonial tone. "On this day, in the name of the Republic of Benem, under Heaven all-seeing, I appoint you in charge of the murder investigation of Sister Phaewiss, Priestess of the Fifth Eye. Three gold Stars for you, if you find the murderer."
With that he commands his cohorts to leave the cellar. The priests remain behind, singing hymns for their dead colleague.
You examine the bloody pictures on the wall more closely. Is that an arrow or a house? Who or what does the face represent?
The middle picture has two arrows, but maybe the second could be a house. And what about the peasant with the straw hat? Did a peasant murder Sister Phaewiss?

Each Hero: 6 +2
Any succeed = 503
All fail = 804

896 First Hero Takes Damage

Nebulon: *"Ooh, that looks a painful one!"*
Jangam: *"Painful, Nebulon, but I've seen worse. Remember that korallian spearman a couple of months ago?"*
Nebulon: *"Sure do, Jangam. Boy got covered in slime and his gills were blowing bubbles for a whole week."*

897 Right Runes

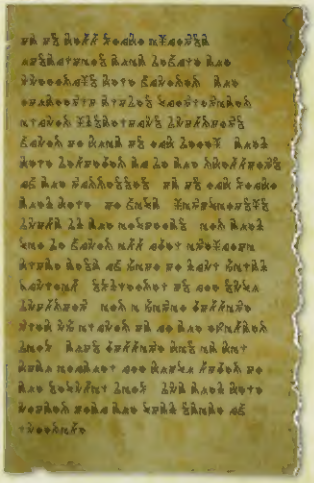
Riabo is delighted when you show him the answer. So delighted. He offers you a valuable reward.

Gain any 1 Artifact card or potion Item card that Riabo sells in his Artifact Room or Potion Lab services.

901 Red Square Moon

"THE," the voice booms out.
The scroll reads, "A change of color is all you need."

902 Archives - Level 3



903 Harp Tutor

You look around at Mazurah Plaza and find a small door with a rusty harp sign on top of it. You knock on the door and when there is no answer, you walk inside.
The shop, illuminated by a candle, is full of musical instruments. In the back stands a tall figure draped in a brown cloak, a hood covering his eyes.
You ask if he is Master Kirron Kannel, and he nods. You ask if he would teach you to play the harp, and again he nods. An eerie feeling engulfs you when you are in his presence, but if he is as good as you have read, maybe this is worth it. He shows three fingers, indicating payment.

Each Hero may:
3 = Write "Harpist" in your Hero Journal.

904 Bye bye!

The ignisaur leaves the Dancing Ustrig without saying another word.

905 The Sunshine Legion Victorious

The Sunshine Legion is too well trained with the use of their spears. While you manage to kill some of them, ultimately they defeat you.
"Let that be a lesson to you," says Soladin Yanesh solemnly as they depart. "May the sun shine on you now and always."

Drenosh suffers 3 damage and gains an Injury card.
Each other Hero suffers 3 damage.

906 Control the Magicanism

You walk towards the white stone and hear lightning crackling in the air as you approach it. Any hairs or feathers you have rise upward, and even specks of dust are drawn towards the device. You reach out with your hand to touch it, half expecting the magicanism to explode.

It does not explode, but the hum slightly changes tone.

You close your eyes and focus, trying to reach the spirit of aiun inside the magicanism.

Choose a Hero. That Hero loses 2 and 6 +2
Ujonal: +2
Success » 769
Fail » 181

907 The Tower of Curiosities

You step into the portal and the world disappears for a while. You feel nauseous. Then the world reappears and you find yourself in a round room with no doors.

There are two galleries on opposite walls,each containing strange items that do not feel real; each a dream-like composition of objects that perhaps hides their true appearance. There are magic items, plants, statues and skulls, urns and crates, and even a cage. But perhaps all of them are something quite different: indeed!

Your will alone is not enough to reveal reality, but perhaps touching the objects would help.

Flip the Tower of Curiosities map tile and place a blue Teleporter token active side up on the magic portal in the middle. Place your Hero on that Teleporter token.

908 Dark Cleric

Once again you join Dark Bishop Draewiss Wrathclaw and the other Jade Tendril worshipers in the Wrathclaw Palace to sacrifice to Graznak and the other great demons. But this time is different: The Dark Bishop ordains you into the clergy, presenting you with blood crystals and making you Dark Clerics.

The Jade Tendril mean to control all of Agemonia with demons and you will be at the forefront, having found power unlimited!

Each Hero gains a Blood Crystal token and

909 Draewiss Stelark Unconvinced

"Nay, you are wrong," she says, more miserable than ever. "For a fleeting moment there I was, almost convinced, but I know there is no reason for me to go on living."

She slumps in her chair and casts some sort of ameliorating magical spell on herself.

910 Geomantic Script

You find a key that will help you read the writings of the agurian geomancers.

The paper crumbles in your hands after you have read it.

Write "Geomantic Script" in your Party Journal.
Gain an Inspiration gem.

911 Prison

You are taken to the guardhouse on the north side of the Round Market. In the cellars underneath are the cells where thieves, traitors, pirates, and blasphemers are kept imprisoned.

The gaoler locks you in and Sergeant Sagittarius says, "When the stars are right, House Gramask will decide whether you are guilty or not. Until such time, you should repent for your crimes."

He leaves you in your dark, damp cell. You can hear there are other prisoners here too, but you cannot see them. Small lizards crawl on the floor and on the walls.

Discard all Illegal items your Heroes are carrying.
If you see level 4 or below: » 027
Otherwise: » 958

912 The Child Must Be Cleansed

You will not suffer a demon child to live!

Instead, you draw your weapons and destroy the abomination right there in the streets of Northgate District. Every morning the streets are full of children who have starved or frozen to death, so you do not understand why the people scream in terror at your act.

You rescue the Orb of Power from the clutches of the small corpse. The dead demon child stares at you with its one good eye. You lick some leaves and dirt on the demon's face to hide its accusing gaze.

Each Hero discards an Achievement gem.
Decide what to do with the orb. » 057

915 The Cover of Night

The sun has set and the two moons have risen as ominous crescents. The redskulls do not sleep, but neither do they see in the dark. You carefully approach the prison wagon in order to liberate Felim Howell. One of you steps on a dry branch, but miraculously it makes no sound. Felim Howell must be magically helping you from within his cell.

Each Hero 5 +2
Two or more fail » 364
Otherwise » 236

922 Yellow Square Leaf

"WISH," the voice booms out.

The scroll reads, "The worst match in a straight line."

925 Refuse Amon Pennark

You tell Amon Pennark he is a fool if he thinks he can control the demons. Instead, he is the one being used by axx.

"Very well," he says, "I was afraid Shantor had completely brainwashed you. I will place the Crimson Orb in the cup myself, but not before I have killed you!"

Reveal 1
Spawn Amon Pennark in D.
Spawn 1 Legat Demon (3 Heroes) or 2 Legat Demons (4 Heroes) in D.
If the timer has already reached its target number for the third time, discard all Fate cards in the Timer pile.

933 Exotic Animals And Where To Find Them

The menagerie owner lives on the outskirts of the city with moncoons, ophirns, grics, vespirs, bitajins, and all manner of strange creatures. Some of them are albinos or other rare specimens.

You break into his house and take as many of the cages as you can find. They make a horrible racket with the bleating and the singing and the cooing and the crying and the mooing and you draw a lot of attention.

A town guard comes to see what all the commotion is about and you try to flee with your unwieldy cargo. While attempting to evade capture you drop the moncoon cage and the animal escapes into the crowd, scaring a togrel, and chaos ensues, but you manage to escape and return to Cudfael Fortress with your consignment.

"Congratulations on a job well done," says Otava Shamiel. Then she hears the pandemonium created by the horde of animals outside. "Well, a job done, anyway."

Your debt is now paid.

If you have "Indebted" in your Party Journal, cross it out.
If you have "Wanted" in your Party Journal » If City Event card 003 is in the City Event deck, place it on top of the City Event deck.
Otherwise » Write "Wanted" in your Party Journal.

934 Sabotage at Fort Pennark

You escape Fort Pennark, the other saboteurs watching your back. You get back on your ship and continue on your way to Mossport, knowing that you have already dealt an important blow in the coming battle.

Each Hero gains an Inspiration gem.
Write "Teleporter Sabotaged" in your Party Journal.

935 Graznak Punishes You

Graznak looks disappointed and angry.

"With everything to lose and with nothing to gain.

You decided to choose your own torture and pain."

Holding the orb of power in one hand and deadly blades in two others, he attacks.

Stop the Scenario Timer and place all Fate cards in the Timer pile into the Fate discard pile.
Remove Story card from play.
Reveal card +3
Remove the Bloodrock standee from play and spawn 'Graznak' in that area.
Reveal and flip Story card.

952 The Declaration of Reason

You start to loudly repeat the words of the Declaration of Reason, the cosmographic profession of faith.

"I bear witness that there are no gods but the stars above.

I bear witness that science and reason alone shall dictate my acts.

I bear witness that all the Order of Cosmographers teaches to be a revelation of the natural order of Agemonia."

People in the crowd join you, first privately, but then gaining strength from each other, and finally proclaiming the last few words with great emphasis. You repeat it, this time with Celestor Rhaenna, and then a third time with such power that even the Sergeant and the guards cannot help but join in.

Celestor Rhaenna orders the cosmographers to remove the statue of Lanimera, but before they can get to it the roused rabble climbs on top of the statue, defaming the goddess, and tearing it down piece by piece.

Sergeant Sagittarion motions at the guards to stand down.

Once the dust has settled and the crowd's energy has waned, the Celestor approaches you. "On this day, under Heaven All-Seeing, I thank you," she says. "You have shown yourselves to be true friends to science."

Gain +1 Reputation with the Cosmographers.

958 Prison

If you have with the Cosmographers, the Temple of the Fifth Eye, the Amethyst Order, the Council of Eight, or House Pennark: » 803

Otherwise:

A: If your Heroes have at least 5 in total, and want to try to bribe the gaoler. » 374

B: Try to escape. » 271

C: Wait for your trial. » 166

962 The Door to the Ritual Chamber

You walk through the newly created door and enter another corridor. It is glass at first, but whatever magic caused it to transmute into glass has no effect further on. Yet, the further you walk, the stronger you feel the effects of iox and magnetism.

You reach a massive beechwood door adorned with two carved sigils which magically lock the door. Behind it a foreboding immense power emanates.

The rays of the setting sun are reflected from the glass behind you, almost blinding you, and even burning you a little.

Write "Glass Corridor" in your Party Journal.

Choose one:

A: "Floating Stones" and "Overgrown Rooms" in your Party Journal. » Unlock the door. » 435

B: Leave the corridor. » 509

966 Search the Clearing

The clearing is a mess of blood, fur, and corpses. Wisps of the purple mist still linger near the boulder. The sacrificial youth has perished.

It is disorienting to go through the carnage in the dark, but you do your best to search for something useful.

Gain Hero card 013 "Arcane Wand" and a Blood Crystal token.

You all sleep very badly that night, seeing horribly vivid nightmares full of demons and murder.

Each Hero spends 2 ○.

976 Lie About the Culprit

You find Sergeant Sagittarion at the guardhouse near the Round Market.

"Heaven protect," he greets you. "Did you solve the murder?"

You tell him you did. The murderer was a psionic assassin from the horallian secret police, the Shiver, and they have already left town. Impossible to catch.

The Sergeant looks at you suspiciously.

One Hero: 6 +2

Success » 378

Fail » 514

981 Help the Warlock

You carry the old warlock through the city to the headquarters of the Council of Eight. The other nihteegri has climbed out of the water, and follows you warily. "I told you we should've paid them," she mutters to the wounded man.

You arrive at the ruined door of the Tower of the White Circle, and knock. An old woman opens it and, after a quick exchange, goes inside to wake up Essylit the Unerring, Warlock of the First Circle, and leader of the tower. She is an impressive nihteegri woman with bone-white hair and eyes glittering with magic.

She heals the old warlock, and then turns to you.

"My colleague should thank his stars, and you, for his survival. The Council will be your ally, as long as you stay true to it. Now my colleagues and I must go inside, for we have much to discuss."

The warlocks leave you on the street with empty words and empty purses.

Gain +1 Reputation with the Council of Eight.

987 Journey

You enjoy an idyllic sail down the river Throyle. The sun is shining and the birds are singing, and you spend a little leisure time fishing and swimming.

The boat stops at Maddark Seat and you disembark. You will spend the night here before continuing on foot to Loh Torr.

991 The City Guard

The city guard who patrol the streets have been alerted to the sounds of battle at Anglers' Pier. A group, led by the notoriously fat and mean-tempered Sergeant Sagittarion, walks towards the street overlooking the pier.

When one of the guard blows their horn, the Shroud notice them. A horallian assassin jumps into the water, a quothian disappears into the shadows, a nihteegri hides under the boards of the pier; soon they have all dispersed, and you are left to deal with the soldiers.

"Drop your stolen cargo, you miscreants," orders Sergeant Sagittarion, lazily, "and your weapons too, so we can question you."

You are not going to do what he says, but hurting guards is liable to get you in trouble so you face a tough decision.

Remove all Enemies from the map.

Choose one:

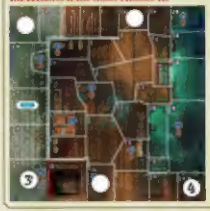
A: Stop looting, and whistle for the Sable Crown to take the wagon while you disappear like The Shroud. » The scenario will end at the end of this Round.

B: Stay on the pier and keep stealing just a little while longer. Reset the timer.

Reveal card 3

Spawn a Rosedale Watchman for each ○ on the map.

You may end the scenario at the end of any Round, but must end the scenario if the timer reaches 12.



997 You Punish Graznah

Read OUTCOME 3: SCENARIO SUCCESS.

998 The Bracelet Puzzle

You enter Riabo's shop. It is unusually quiet. You eventually find Riabo sat on the floor playing with what appears to be a shiny bracelet.

Worrying that it may be holding something dangerous, you quietly cough to try to get its attention without surprising it too much. Riabo jumps to its feet, looking slightly embarrassed at the time it's wasting playing with the metallic band.

"Anyway, I have work to do, have a look at this. I think I've worked out a few things, but I can't find the final combination."

It explains what it has worked out so far and then disappears into a back room.

As you reorder the plates, you have feelings of pleasure or disappointment. The bracelet seems to be giving you clues. This is clearly how Riabo has worked out the rules it gave you.

The rules Riabo has worked out are as follows:

- The Sun is somewhere to the right of the Mushroom.
- The Spider is only next to the Star.
- The Moon is somewhere to the left of the Mushroom and the Butterfly.
- The Snake is somewhere between the Leaf and the Sun.
- The Mushroom is somewhere to the left of the Leaf.
- The runes with legs are somewhere to the right of the Snake.
- The Sun and the Butterfly are neighbors.
- The Sun and the Moon have four runes between them.

If you want to try to solve the puzzle and you think you have the correct order, one Hero may: » 101

999 A Little Souvenir

As you are being escorted out, you remember you found the corpse with the golden rings of the Council of Eight. You present those to the warlocks, too.

"Aye," says Essylit as she looks over and sees the rings, "my predecessor sent a Warlock of the Third Circle to Slugvale decades ago. These were the signs of her status in our order and are now returned to their home. We will send a party to gather her remains so they can be buried, and we will send word to her descendants. Please, accept this token of our gratitude."

Cross out "Council Amulet" in your Party Journal.

Gain a Rune Quartz token.

AGEMONIA